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EXCLUSIVE!
PREMIER
MANAGER 64
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N64

M A G A Z I N E



STAR WARS

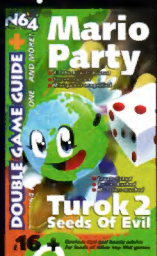
Episode 1: Racer

FIRST PLAY! ● ALL THE TRACKS! p30

JET FORCE GEMINI

New pics and info from Rare's blockbusting space blaster! p6

If your FINE DOUBLE GAME GUIDE + is missing have a word with Mr. Newsie



DUKE
NUKEM:
Zero Hour
TIPPED!



planet ●●●
GAME BOY

The World's only dedicated Game Boy magazine free inside!

p35



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JUNE 1999 **£2.95**

ISSUE 29



Whatever else puts you on the spot
it needn't be spots.

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WELCOME TO



At 132 pages N64 Magazine is Britain's biggest and best-selling Nintendo mag; and here's why

We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.

Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.

Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.

The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.

Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.

N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



It's a bit of beard science...



Truth is, no one knows much about *Star Wars: Episode I* but, if we were being boastful (which we will be), we'd have to say we know a little more than most. See, thanks to a good few hours spent in front of LucasArts' *Episode I: Racer*, we've managed to uncover most of the first half of the film's plot in one easy go. Unfortunately, if we told you what happened, George Lucas would crush us with a hundred weight of beard. (Not that that's stopped us, of course, as you'll see if you flick to page 30 for our vast *Racer* Special Investigation complete with plot details.) Still, the... oh, no, we're not allowed to say that.

Actually, this month has been a bit sci-fi all round. First, *Jet Force Gemini* turns up on our doorstep looking absolutely incredible, then Nintendo announce two all-new space-set adventure games (more of which heads up our E3 preview on page 48), then Martin reckons he can take Blackburn to the Championship in *N64's* – and the world's! – first playtest of *Premier Manager 64* (starting on page 44). He was soon shown the error of his ways, though, as they sat at the bottom of the league and 'Uncle' Jack Walker gave him his P45. Later on the same day, I took Arsenal to the FA Cup semi-final. So, if next month, I'm sitting alongside Arsène down at Highbury, I can thank Gremlin's fabulous management sim.

Jes reckons he looks like "the fattest man in the world" in the photo of us all on page 55. And I have to admit, he does look rather obese.

This month has seen the start of a couple of new regulars. Firstly, *Game On*, our new super-tough games challenge, starts on page 102 (and it should present more than a few problems for even the most hardened of gamesplayer), and we've also managed to secure a monthly *Shadowman* diary, leading up to the world's first review in a couple of months' time. From this month to, ooooooh, September time, Iguana UK will be keeping us up-to-date with the behind-the-scenes happenings on one of the N64's biggest games yet. The first instalment of which starts on page 22. Oh, well, better fly,

Enjoy the issue,
TIM WEAVER
EDITOR



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12 NEWS CENTRE
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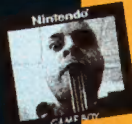


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PLANET GAME BOY
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UK releases, reviewed, rated... and completed!

Sponsored by



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It's true! Cheap games at last!

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STAR WARS EPISODE 1: RACER

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N64
MAGAZINE

FUTURE

LOOK

Your first look at the **BIG** new N64 games!

this month

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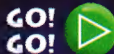
MICHAEL OWEN'S SOCCER '99

New shots of Silicon Dreams' absolutely brilliant footie-fest. Get in!

10

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16!



JET FORCE GEMINI

Well, we'd been waiting for this for such a long time that we were beginning to wonder if it would ever actually appear. We've carried regular updates on its progress for more than a year, but almost as soon as each issue went to press we were hit with the announcement of yet another delay, as the game's release date slipped back on a monthly basis.

At the time of writing, Rare's *Jet Force Gemini* isn't due to see the light of day until the end of August, a long way from its original March release date. Fortunately the latest batch of screenshots look absolutely stunning, showing off Rare's mastery of the N64's graphics hardware and their penchant for characters with eyes straight from a serial killer's worst nightmare. Timber the Tiger had nothing on Juno and Vela, the bug-eyed sibling stars of this visual feast of a shoot-'em-up.

To recap, *Jet Force Gemini* is a 3D go-anywhere cross between something like *Banjo-Kazooie* and a traditional blaster with legions of alien insects to wipe out. You can play as Juno, Vela, Lupus the flying dog, or even Floyd the (ahem) droid in the two-player co-op mode, a feature that ensures *Jet Force* will have gameplay innovation to match its spangly looks. Weather conditions change during levels, with more than simply cosmetic effect and the game promises to be packed with cinematic cut-scenes. There's also a deathmatch mode, yet to be revealed, adding to the considerable multiplayer appeal of the co-op option. So how does it play?



▽ Luckily the visor covers her horror movie eyes.

◀ There's even a Wipeout-style sub-game, with spacecraft.

Well, to tell you the truth, this year's E3 show will be the first time anyone outside of Rare and Nintendo actually gets the chance to get their hands on it, and right at this very moment you can bet that our intrepid reporter in LA, Mr Jes Bickham, will be dividing his playing time between *Jet Force*, *Perfect Dark*, *Donkey Kong*, and whatever surprise treats he stumbles across as he slogs around the cavernous exhibition hall (check out our E3 preview on page 48 for more details).

We're expecting this to be something rather special, as it's been a long time since Rare released a disappointing piece of software. Look out for the definitive lowdown on *Jet Force* right here next month.

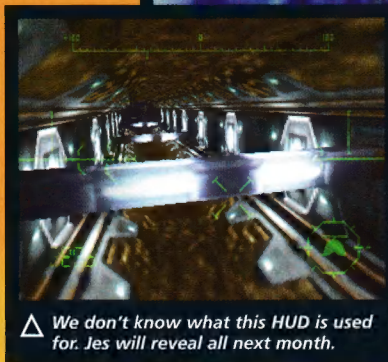


MISSION POSSIBLE

How is it possible to combine 3D platform action with shooting? After all, if you have to switch between running and shooting modes there's a good chance you'll get killed before you can select one of the many hefty weapons available to you. Well, we'll be able to tell you exactly how it works next month, but for now it looks like *Jet Force* uses a system borrowed from *Mission Impossible*, where the camera zooms up close behind your transparent character, giving you a swift over-the-shoulder view. All the better for killing things, especially since Rare have hinted that the battles can get a bit on the 'mussy' side...



▽ It's just like *Mission: Impossible* (if *Mission: Impossible* was playable and good looking).



△ We don't know what this HUD is used for. Jes will reveal all next month.



△ Check out the beautiful screen shot above. Please don't look at the nasty eyeballs to the left.

CE MINI force star

NEW PICS!



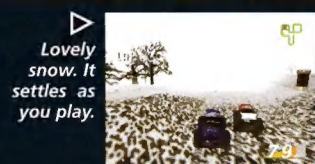
Jet Force Gemini		
RARE		
	August	1-4
US release August		



△ Fogging? Pah! Those people at Rare don't know the meaning of the word.

TO BE CONTINUED...

We'll have to wait a bit longer for *Jet Force*, but lucky Jes is playing it in LA now. Hurrah!



▶ Lovely snow. It settles as you play.

△ Woah! We believe this is called 'catching air'. Ahem.

▽ Huge jumps are eminently possible in *Monster T. Madness*.



△ The Rumble mode again. Ram the opponents to knock them off.

▽ Some pretty sharp cornering needed here. And pretty snappy too.

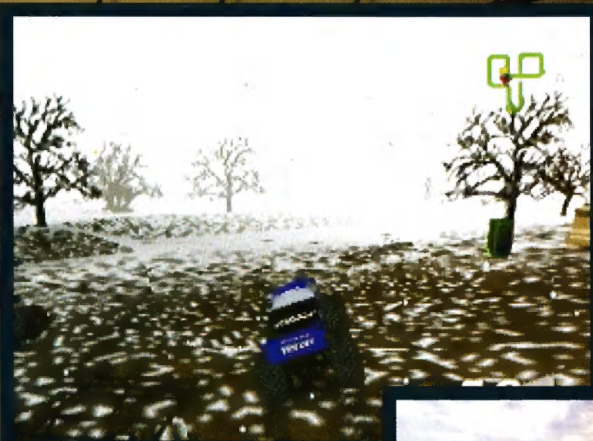


△ Most of the objects in the game can be bounced around.

◀ This is Rumble mode – and that's the platform you have to stay on.



MONSTER TRU MA



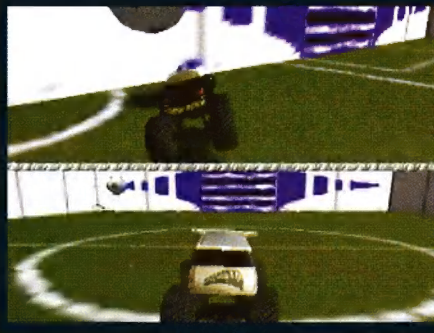
△ That green thing to your right is a power-up. Very *Mario Kart*. Sort of.

▶ You can just make out the trail of the rocket you've fired. Booom!



GOOOAAAL!

One of *Monster Truck Madness*' biggest strengths is its various multiplayer modes. And one of the most entertaining of these is the Soccer option – up to four of you can play, in two teams, and you have to bounce a hoofing great ball into your opponent's goal. It is, quite literally, *Monster Truck Madness*. Kerr-aazy!



▽ Aaaaand it's time to kick off. Let's play truck football!



△ Driving into the wall won't help player two here. Oh no. Indeed.



Monster Truck Madness
TAKE 2/EDGE OF REALITY

	July		1-4
UK release August/September			

Those of you with PCs may well recall Microsoft's *Monster Truck Madness*. Featuring officially licensed monster trucks – which is something the Americans, bafflingly, go ga-ga for – it was a bit of a mixed bag, with the potential entertainment factor of crushing things beneath huge balloon-like wheels spoiled by a fairly pedestrian pace. Ultimately, it was a rather boring game.

Which would make the game seem like an odd choice to convert to the N64. But that's where developers Edge of Reality come in. Sensing the potential for a top-hole petrol-fest, they've taken

Power-ups also make an appearance, from familiar missiles and turbo boosts to more exotic freebies, such as the hover thingy – which folds up the wheels beneath you, *Back To The Future*-style and allows you to fly around – and the Super Jump, which sends you miles into the air. All very entertaining indeed.

Technically, although *Monster Truck Madness* is still at a relatively early stage, the game is shaping up to be pretty impressive. *Forsaken*-style lighting effects abound (and there's a wonderful sunset backdrop, which makes sense when you consider that one of *Pilotwings 64*'s designers is working on

LIFESPAN ● *Edge of Reality have put their all into catering for every social gaming session with a host of multiplayer modes.*

Monster Truck Madness, given it a complete overhaul and spruced it up no end for its N64 debut. Which is just the way we like it.

Any one of 20 monster trucks can be used over a variety of modes, from your standard Exhibition and Circuit races, to *Monster Truck Madness*' top trumps – namely, a sprawling host of multiplayer options. Realising that those four sockets on the front of Nintendo's big grey box have been responsible for some of the very best multiplayer games ever, Edge of Reality have put their all into catering for every social gaming occasion. There's Rumble, a highly enjoyable king-of-the-hill style affair, Police Chase (where, excellently, one player is a copper and has to nobble the rest) and Soccer, which is, yes, football (see 'Gooooaaal!'). Also, it's possible to simply race your friends in a straight first-to-the-finish madfest. And the levels are so vast you can drive off the track and pootle around to your heart's content.

the game), and different weather effects and times of day all add a little spice to the proceedings. For instance, it's possible to race in pitch-black darkness, with only your knowledge of the track and your headlights to see you through. Rain renders the racing increasingly treacherous, and the snow effects are particularly impressive, with it gradually covering the ground as you play, deepening and turning the environment a winter wonderland white.

Having put up with several dodgy ports of other systems' games, with no concessions to the N64, it's good to see someone making a concerted effort to bring something extra to the party. Indeed, *Monster Truck Madness* is coming along nicely. The early cart that we played on could do with speeding up a little, and the handling is decidedly vague and a bit 'slippy' but there's plenty of time for that to be corrected before publishers Take 2 release the game in late summer. **N**

ER CK D N E S

feeling trucky



△ Good save, 'keeps. The players in Michael Owen's will have super-advanced AI. Pleasing!

▽ Pick that out, you filthy Brazilian scoundrels! Ahem.



△ Notice how every single player has a different expression? That's the kind of attention to detail that makes MOS.

Skidding in and breaking legs. ▸ Just the way we like it. Oh, and look, it's a Man United player too.



MICHAEL SOCCER



When we took a squint at *Michael Owen's Soccer* a couple of issues back, it certainly looked like an early version. The players were straight from the Janet Street-Porter school of looks, hideously deformed, with necks that started about halfway down their spines, while the ball got stuck, the pitch had *major* bumps in it, and goals were *incredibly* easy to come by.

And, yet, you could just tell it was going to be special. Despite considerable problems with the controls, it just *felt* absolutely fantastic – a feeling that's been more-than-confirmed this month when

we playtested the latest version of this majestic footballing extravaganza.

Most noticeable is the work that's been put in

old pace, with supremely detailed stadiums and individually sculpted players, each with different faces, expressions, builds and skills. The replay

VISUALS ● Beautifully hi-res – without the need for an expansion pak! – the game whips along, with supremely detailed stadiums and individually sculpted players.

visually. Beautifully hi-res – without the need for an expansion pak! – the game whips along at a rare

mode has also been given some attention, now allowing you to stop, start and playback as much as

White out. The different weather conditions really do affect matches.



Croatia look happy. And so they should! They're all in hi-res.



An icy pitch always provides an excuse for industrial kickers.



GERMANY 0-0 NIGERIA

CAMEROON 0-0 ENGLAND



Behind-the-player views never amount to comfortable play.

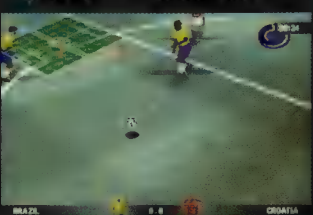


A rematch of that tangy 1990 meeting. Lineker!

Factics. Looks a bit dull? Not on your nollie, mite.

Sensible Soccer here we come! It's better too.

A variety of viewpoints should provide plenty of comfort.



Gorgeous stadiums, these. And all as sharp as Jas' wit'. Pranny.

OWEN'S 99 a good kicking

Michael Owen's Soccer 99
SILICON DREAMS/EIDOS

	September		1-4
US release Autumn			

you want, creating your own match highlights in the process. Oh, and if you do have those extra 4Mbs, courtesy of the pak, you can virtually replay the entire match, picking out the best bits as you go, with a simple button tap.

To play, the game has come on in leaps and bounds. One of our favourite inclusions in the early version was the dribble; not your ordinary dribble, mind, but a dribble where, if you held Z, you could keep the ball close to your feet and sprint. If you tapped at Z, though, you could knock the ball in front of you and glide effortlessly past defenders. More has been made of this move and if it's used

in conjunction with the Right shoulder and C-buttons you can lace together combo moves: crosses on the run, toe punt finishes and bullet-like through balls, for instance. Additionally, scoring has been varied a tad: get the right button at the right moment in the right place, and you can bury just about any chance in a variety of dazzling ways. Scissor kick? Yup. Looping header? Mmm. Volley? Indeed. In off your shin? Oooooooh, yes.

Although the game doesn't have a licence, there seems to be an awful lot of real names dominating Europe's best (and worst) teams. The only things

that don't seem to have made it through are the actual stadium names but, come the post-match analysis, that's a small price to pay for a set of national and international sides populated by the likes of Dennis Bergkamp.

Frankly, we were astonished by MOS99 and, come the beginning of next season, at least you can be safe in the knowledge there'll be something well worthy of The Beautiful Game kicking around while the sun's out. Keep your eyes peeled for the review...

TO BE CONTINUED... without and with good reason, we can tell you. [review the full game](#)



PLANET 64

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NEW!

First look at Donkey Kong's 64-bit monster. **Only at E3.**

Rare's exotic flying dog simulator will feature prominently on Nintendo's stand.

Perfect Dark will be an display in an advanced state of completion.

The world will see Masau's mighty prembing golf game for the first time.

E3 is go

The world's biggest games show – we're already there.

The Big N will be making a big noise at E3 with the most impressive line up of titles we've seen in a very long time. In fact, as you read this, Jes will be hitching his way back from LA, bulging notebook in his pocket, in time to bring you all the news on just how well the big games played, and a few surprise announcements too. Turn to page 48 for the full mouth-watering preview of what's on offer.

At the time of going to press, the full line up reads as follows. And remember, this is just what's on the Nintendo stand. Third-party publishers will be showing their games on their own stands.

- **Command & Conquer** (Updated PC point-and-click strategy conversion)
- **Donkey Kong 64** (First look at Rare's second biggest game of the year)
- **Eternal Darkness** (Nintendo's take on *Resident Evil*)
- **F1 World Grand Prix 2** (Sequel to the best F1 game ever)
- **Jet Force Gemini** (Long awaited 3D platform shoot-'em-up)
- **Ken Griffey Slugfest** (Arcade-style baseball game)
- **Kobe Bryant 2** (Second in the series of Kobe basketball games)
- **Mario Golf** (The world's first entertaining golf game?)
- **New Tetris** (Standard *Tetris* with

- flashy graphics)
- **Ogre Battle 3** (RPG rumoured to be destined for a hefty 320Mbit cart)
- **Perfect Dark** (The biggie. Semi-sequel to *GoldenEye*)
- **Pokémon Snap** (English language translation of the ace photography game)
- **Pokémon Stadium** (The US version of Japan's *PMS 2*)
- **Ridge Racer 64** (Namco's arcade racer finally hits the N64)
- **Riqa** (Third-person sci-fi platformer)
- **Star Wars Episode 1: Racer** (Final preview)
- **Starcraft** (Conversion of the classic PC strategy game)

SHORT CUTS

ISS 2000?

After we managed to dig up proof of the existence of the fabled *Jikkou A-League Perfect Striker 2* in last month's news Short Cuts, Konami have declared that we won't be seeing a PAL version of the game

for at least another year. So we're not going to get an *ISS '98* after all. Boo! The Japanese version features new moves, new animations, and an intriguing RPG-style "success" mode, although it doesn't yet have a firm release date over there either. It looks way too good to have to wait ages for though, and if we all cross our fingers and wish then hopefully the folks in Osaka will see sense and get converting. Sharpish.

PLAYERS CHOICE

At long last Nintendo have seen fit to re-release some of their older games at a more reasonable price. While the £30 Players' Choice range isn't quite 'budget', it's certainly great news for anyone looking to pick up a top quality game. The first ways of titles consists of *Mario Kart*, *F1 WGP*, *Lylat Wars*, *Wave Race* and *Snowboard Kids*. See page 61 for details.

YOUR ASS, YOUR DATE

Guess what? Duke Nakem's *Zero Hour* has slipped. Its new release date is June 25th, thanks to Nintendo's priorities being concentrated on manufacturing enough copies of *Star Wars Episode 1: Racer*. So we're going to have to wait just a little bit longer for Duke's excellent 90%-rated star game. Hold on to this issue's tips - they'll come in handy next month.

The nominees are...

Nintendo games look set to do a 'Shakespeare in Love' at prestigious awards bash.



Nintendo games once again have a heavyweight presence among the nominees for Game of the Year at the Academy of Interactive Arts and Sciences' second annual Interactive Achievement Awards. *Banjo-Kazooie*, *Rogue Squadron* and *Zelda* are the N64 contenders, with *Metal Gear Solid* (PlayStation), *Grim Fandango*, *Half-Life* and *Alpha Centauri* (all PC games) making up the numbers. If *Zelda* doesn't walk away with the title it'll be a travesty.

In other categories, *WCW/NWO Revenge* and *WWF Warzone* are both nominated for Fighting Game of the Year, *XG2* and *F-Zero X* are up for Racing Game of the Year, and *Zelda* goes head to head with *Pokémon* on the Game Boy for the title of RPG of the Year. In the Sports Game category, N64 games have taken four of the five



Zelda is expected to clean up at the games industry Oscars.

nominations, thanks to *NBA Courtside*, *1080°*, *NFL Blitz* and *Quarterback Club 99*. Those foolish Americans have completely overlooked *ISS '98* though. Nutters.

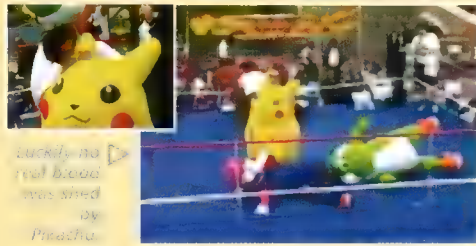
With several N64 development teams also in contention for a variety of Outstanding Achievement awards, we're keeping our fingers crossed and hoping that the Academy members will make the right decisions. The winners will be announced at E3, so we'll have the full results right here next issue.

Slamfest

Bizarre live *Smash Bros* rumble.

As an appetiser for the main event at E3,

Nintendo staged an outdoor Slamfest featuring four of the cast of *Smash Bros*. Broadcast live over the Internet from the famous MGM Grand in Las Vegas, the scrap featured giant cuddly versions of Yoshi, Pikachu and Kong, together with an oddly human-shaped Mario. Even the ref got in on the act, biting Pikachu's ear and declaring that it tasted "like chicken". Mario shocked us with his low blow antics and Kong knocked himself out with his own magic hammer, but they all wound up best of friends at the end, the match being declared an honourable draw.



Planet Game Boy

Stand-alone mag! Free batteries!

Our very own Planet Game Boy section has become a parent! In fact you'll be able to pick up a copy of our special edition spawn of Planet Game Boy at all good newsagents right now.

Inside you'll find all manner of Game Boy-related goodies. There's the most exhaustive guide to *Zelda DX* you'll ever read, with every single screen compiled into an enormous map of Koholint Island and the dungeons below. There's a complete Nintendophiles' guide to the history of handheld gaming, and how the Game Boy cleaned up against some tough opposition. There's the biggest and best guide to Game Boy software, with in-depth reviews of the pick of today's games (and which ones to avoid). Plus there's a massive preview of *Pokémon*, to prepare you for the UK launch of the most eagerly anticipated GB title ever, and a whole stash of essential GB stuff.

Planet Game Boy is in the shops now, at a most reasonable £3.50, complete with a free pair of cover-mounted Energizer batteries to help fuel your GB habit. Check it out!



MECH UP

Hudson's titles have finished polishing up their two-player mech warrior battle game *Last Legion UX*, ready for its Japanese debut later this month. The game looks remarkably similar to Sega's cult classic



Virtual On, with a split-screen display and loads of objects to hide behind as you leap around trying to get a clean shot at your opponent. If it's any good there'll be a PAL version to follow in a few months.

NOTTING MY HOUSE

A number of former members of Rare's GoldenEye team have formed their own games design company. Free Radical Design is the name of the new outfit, and they've already signed a publishing deal with Eidos. Their first game will be out in 2001, although not on the N64, and they'll be expecting more success than the last group of Rare deserters, 8th Wonder.

NUCLEAR WINTER

Coming along quite nicely (apparently) is THQ's *Nuclear Strike*, which is set to make its N64 debut this winter. It's a conversion of EA's popular *Strike* series and there are 15 vehicles to drive, including the standard attack chopper, jet planes, hovercraft and tanks. If it's up to the traditional *Strike* standard, it'll be one to watch.

FANZINE FARM
Get off moi laand!! Oh, it's you again. Let's 'ave a look at some more Fanzines, then...

N64 4ever



When Jethro thinks of Italy, he thinks of pasta and pizza. He also thinks of a language he doesn't understand, but N64 4ever thankfully uses English, and uses it very well – even better than Jethro does, actually, especially after an afternoon on the scrumpy. So, receiving issue one of Italian born N64 4ever was a pleasant surprise and it's an absolute monster with over 50 pages filled top to bottom. There's a fact-filled special on *Resident Evil 64*, an Italian top ten chart and boundless piles of news, previews and reviews of all things N64. Ol' Brian liked the *Armorines* news piece and Jethro enjoyed the detailed *Monaco Grand Prix* review – he's convinced his tractor can enter the F1 GP.

Overall, a jolly nice fanzine, and even better if read whilst chomping on a luvverly bowl of pasta.

- Send £3.50 (£1 for the mag, £2.50 for the international delivery) and ■ SAE to: Riccardo Riboldi, Viale Abruzzi 4/E, 20068 Peschiera Borromeo (MI), Italy

N64 PLANET

Cor, we've been spoilt this month. Not only did Mad Terry plant loads of tomato plants in the vegetable garden, but we've been sent another bumper sized fanzine.

N64 Planet is the work of Christopher McCabe and judging by the number of articles – for starters, there are previews of *Mario Golf* and *Banjo-Tooie* – he appears to be ■ true gamer. The layout is impressive and compliments the nicely written reviews. There are even some tips squeezed in – the heart locations in *Zelda* are all listed and there's a guide to *Banjo-Kazooie*.

Possibly a bit wordy, but Jethro loves something to read when bathing in the sheep dip.

- Anyone interested should send ■ SAE and £1.50 to Christopher McCabe, 30 Garvaghy Road, Banbridge, Co. Down, BT23 3SZ, N Ireland.

GAMESDUNGEON

Another huuge fanzine, this is the second instalment from Gamesdungeon and it's full of multi-format gaming action. We're not convinced by the results of the *Banjo-Kazooie* and *Spyro* (on the PlayStation) head-

head – apparently *Spyro's* as good as *Banjo* – but there is a helpful hints 'n' tips section and a Time Challenge page which sets some tasks for you to tackle.

- Fancy ■ copy? It's 75p and a SAE, then, to: Tom Dewsnap and James Weetman, 92 Acorn Drive, Stannington, Sheffield, S6 6ES

Got ■ fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

New Goods

A nice new selection. Of goods. Yup.

JOYTECH EXPANSION PAK

Joytech • £19.99 • 01525 371769
Third party peripherals are invariably not a patch on Nintendo's own official products, as the legions of naff controllers out there will attest. And the only other expansion pak available – from Dattel – is dire. So it comes as a great surprise to see that this offering from Joytech is superb. Ten quid cheaper than Ninty's effort, and sporting huge great 'handles' for simple extraction, the only drawback is that it's rather bulky and sticks out



of your N64. But, then, again, this means that it doesn't get as hot as Nintendo's pak, so we'll let it pass. Top hole stuff.

90%

SOUTH PARK KEYRINGS

Project K • £20 a set • 0181 508 1328
Did you know that something like 75% of all merchandising sales are South Park-related? Consequently the undignified scrap for possession of these little South Park keyrings came as no surprise. Andrea quickly bagged herself a Kenny, and was eyeing up Ike when Justin 'Jud' Webb sneaked off with it at lunchtime and hid it behind a drainpipe to collect later. Needless to say, Andrea now has her Ike, and Jud will be able to return to work once the swelling has gone down.



87%

RACE 64 SHOCK 2

Guillemot • £50 • 0181 686 5600

Now this isn't bad. Incorporating a rumble effect – which works better than most of the tiny judders that we've seen before – the Race 64 Shock 2 is pretty darn good when it comes to pinpoint racing control.

You actually sit on the base of the wheel, while the adjustable neck means that you're always sure of a good grasp. All told, this is a quality wheel, if one that's alarmingly similar to Interact's V3 steering wheel, reviewed last month.



85%

QUAKED TOO

One of our many spies recently flew out to Texas to speak to id Entertainment – currently working on PC super-hit *Quake 3* – and there he spied a completed copy of the N64 *Quake 2*. John Carmack, *Quake 3*'s lead programmer, is reportedly very happy with the commission, which is great news considering Carmack's notorious dislike of console *Quakes*. We'll have a review soon.



QUAKE 2 FIGURES
Excitement Direct • £15 • 01993 844885

It seems that releasing action figures based on videogame characters is all the rage nowadays. After *Turok* and *Zelda*, it's *Quake 2*'s turn – even though it's not out yet for the N64. And these are probably the best figures we've ever seen, being big, chunky and full of detail. The Strogg Tank, in particular, is fantastic. It's huge, weighs loads, and appears to be equal parts metal and plastic. The legs even have hydraulic-style springs attached, and the shoulder-mounted rocket launcher (that actually fires missiles) is ace. The disturbing Iron Maiden – another alien cyborg fiend – is equally as great, and the two marines, whilst not quite as exciting, aren't bad at all. Cracking.

92%

WIN!

And, in conjunction with the lovely Ubi Soft, we've got one of these wheels to give away, along with a copy of the smashing *Racing Simulation: Monaco Grand Prix*, which scored 87% in issue 27. All you have to do is answer this simple question: What's better: the Batmobile or Knight Rider? Send your entries to: I'm exhausted, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Lovely.

RETROWORLD
with Jason Moore

Time to think back to the days when Bovril crisps were cool and kids wore Y-fronts...

The great thing about the Famicom is the enormous amount of software you can get for it. Forget about the measly, 500-odd NES releases, and open your eyes to well over 2,000 Japanese Famicom games.

While the thought of so many undiscovered titles may get your heart racing, a huge portion of them rely on Japanese text, which makes purchasing the games after just looking at the picture on the cartridge a pretty hit and miss affair.

Don't be too disconcerted, though, because for every intense RPG you come across, there are at least a couple of stonking arcade romps – all packed with that individual Japanese flavour which makes them so refreshing and different.

TECHNOS 1 Famicom

Another problem with buying Japanese Famicom games is that there's not always a title on the cartridge. Thankfully, this had a company logo on it and so I've called it *Technos 1*.

First impressions reveal a multi-event sports game – similar to Konami's *Track and Field*. However, there's a twist.

You're presented with a choice of characters, who all resemble tiny versions of Sylvester Stallone in *Rocky* and the races involve frantic tapping (of the right joystick button) until you run off the screen with the pack. While the game lacks scrolling, each screen is littered with obstacles: water jumps, swimming pools, mud pits and the other players.

If you're lucky enough to own a Famicom Multi-tap, you can control each of the four runners and – here's the twist – you can punch and kick other players out of the way. You can even pick up sticks or rocks from the roadside and throw them at your opponents.

There's also some variety as each race has different obstructions: some have rope ladders to climb and huge lakes to swim across.

All of which can make it a unique experience, especially when playing with a bunch of friends.

78%

NEKKETU Famicom

Here's another multi-event sports game, but *Nekketu* takes a more familiar approach, providing various running, hurdling and throwing events for one to four players. This may seem like nothing new, but *Nekketu* adds a whole range of fighting moves to mix things up. Not only can you punch and kick your opponents, you can also perform flying kicks in an attempt to ruin their race.

The hurdles can be smashed to pieces, and throwing the hammer is mental – you can throw it more than once, across sand and lakes, before finally aiming at a crazy golf-style green. The swimming is

basically an underwater beat-'em-up. There's also a jumping event which combines pole vaulting (off the edge of a building), grabbing coconuts and riding a unicycle! Last up is Judo, a simple, yet curiously enjoyable beat-'em-up.

All the events remain playable, and it's the distorted nature of a familiar format which makes *Nekketu* a memorable Famicom game.

68%

TECHNOS 2 Famicom

This is another game from *Technos*, but has more in common with traditional beat-'em-ups than absurd sports.

You play a martial arts fighter in this horizontal scrolling beat-'em-up. Aided in your quest by a shy looking guy wearing glasses, who can be controlled by the computer or a second player. If this is starting to sound a bit like *Double Dragon*, well, you're on the right lines.

However, this game offers far more freedom. The play area is a large island – which can be viewed by pressing both action buttons at the same time – and each scrolling section of the game represents a particular part of the map.

Objects are littered throughout each level and can be carried for miles before you throw them at the bad guys, who also appear on the map.

In fact, much of the game is spent travelling across the various landscapes to find the next bad guy to fight.

59%

LODE RUNNER Famicom

Lode Runner is a classic platform and ladders game. You have to collect piles of gold whilst avoiding the baddies trying to block your way, who also try to grab the gold and move it to different platforms.

Your only weapon is a spade which is used to dig either side of yourself to create very temporary traps for the enemies. Once they fall in, you can quickly run over them to escape.

Digging holes in platforms is also a vital way to get piles of gold, as you can jump through any holes you create. Once all the gold is collected, a ladder drops from the top of the screen allowing you to proceed. This sounds easy, but it took me about 20 minutes to complete the first level.

With gameplay this simple, yet infuriatingly addictive, *Lode Runner* remains a prime example of what Retrogaming is all about.

91%



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47 Church Road, Hendon, London,
NW4 4EB Tel: 0181 203 8868



Updating you on the N64 games of the future

This month including:

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QUAKE 2

ACTIVISION

128M

1-4

Summer

Summer

Blood

Gearing up for a (hopeful) June/July release date, *Quake 2* is currently looking better and better with each passing month. Rather than a simple translation of the PC original, Raster Productions have actually worked long and hard to produce a version of the game that features 19 *totally* all-new, N64 specific levels. Which can only be a good thing. Especially as the PC *Quake 2* was rather linear and could be completed in next to no time.

Raster have also done away with the dull brown/grey palette that distinguished *Quake 2* and the original *Quake*, and brightened up the game with more varied colours. The expansion pak plays a big part in this, enabling the game to run in a

higher resolution and helping out with all sorts of lovely, *Forsaken*-style coloured lighting. Even if the enemies (two of which have been omitted from the N64 version of the game) are lacking in detail, *Quake 2* is looking to be a tenfold improvement over its N64 predecessor.

Best news of all, though, is that the multiplayer game shows every sign of being utterly ace. Running smoothly, and quickly, with nigh-on perfect analogue control (as opposed to *Turok 2*'s wildly swinging crosshairs), *Quake 2*'s four-player effort should be exactly the tonic we need before *Perfect Dark* makes an appearance. Eight different deathmatch levels are available, and different environmental effects – such as low gravity and slippery-slidy ice –

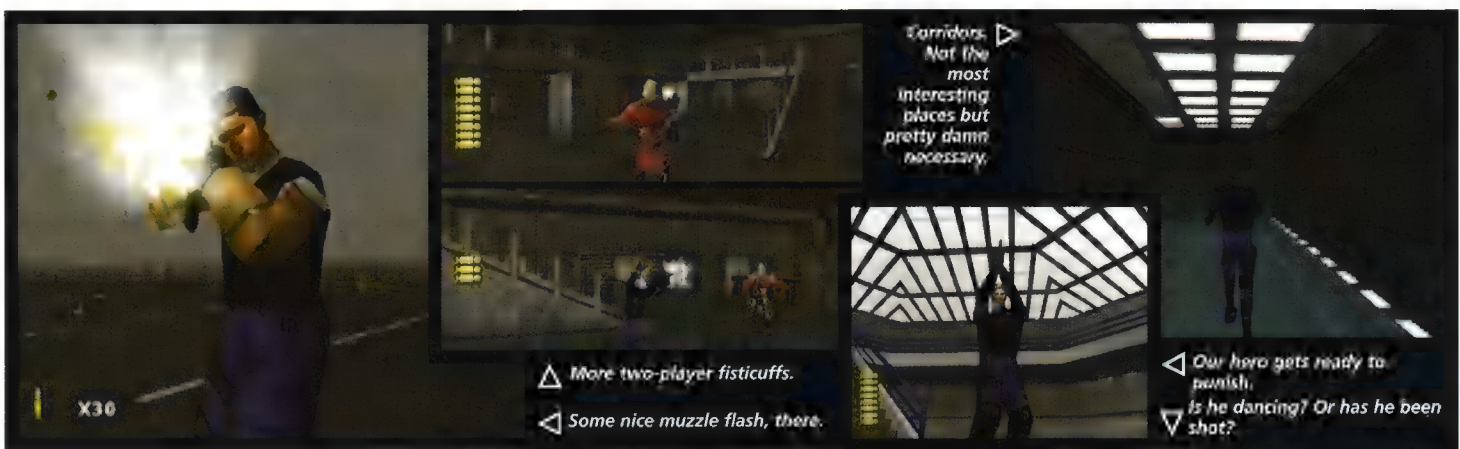


may well conspire to make things even more hectic and fun.

Of course, the simple-but-effective weapon selection (from pistol to shotgun, to the lovely railgun, rocket launcher and body-mulching BFG) remains unchanged, and may seem a little basic in the light of *GoldenEye*'s varied and extensive arsenal, but with the emphasis on utter carnage, we think they'll do the job. Best news of all, of course, is that you won't need over £1000 worth of PC to play the game.

We were hoping to have *Quake 2* in for review this month, but it's slipped back until later summer. Hopefully we'll have a review copy over the next month or two, and rest assured we'll put it through its paces. Until then, enjoy these new screenshots.





X30

Corridors. Not the most interesting places but pretty damn necessary.

More two-player fistcuffs.

Some nice muzzle flash, there.

Our hero gets ready to punch. Is he dancing? Or has he been shot?

WINBACK

KOEI	128M	1/2	Late Summer	Autumn
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shot

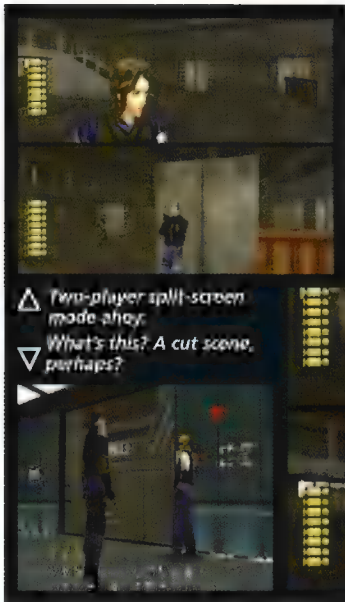


Development is currently rattling along on Koei's *Winback*. Plainly, Nintendo's involvement (if you remember, they liked the look of it so much they judiciously stepped in to help get the best out of the game) is paying off and will make this spy-sim live up to its hefty potential. There's still some fogging, which isn't

perfect, but it's far more important that *Winback* plays like a dream. From what we've seen so far, *Winback* looks like being a worthy companion piece to *GoldenEye*, and the game that *Mission: Impossible* should have been. And we hope, of course, that it's going to show the PlayStation's *Metal Gear Solid* exactly how to do this spy/stealth thing. Except with silky-smooth analogue moves rather than clunky digital rotational controls, naturally. The plot, which sees you having to stop some terrorist group from destroying the world with a laser-assisted satellite, isn't great, but the action within the game looks certain to please. Your character, Jean-Luc

Cougar, is capable of a number of superb moves, the best being when you stand around a corner, back to the wall, and then roll into the open, aim at an adjacent enemy and shoot them courtesy of a handy R button lock-on. Very nice – especially when you throw in some AI routines that allow guards and other characters to react to noise. You'll also be able to 'lock' yourself into a particular position – such as, say, crouching – and move and perform other actions. All of which should come in very handy when it comes to the game's plethora of stealthy, subterfuge-laden objectives. These will include a level that requires you to infiltrate a terrorist-held

building, after sneaking your way through the car park using cars and vans for cover, and silently eliminating sentries. You'll have to be quick on the draw – the guards are tough, and only decisive, accurate shooting will allow you to progress unhindered. Throw in a two-player deathmatch (still no sign of a four-player, unfortunately), which looks pretty decent, and we can't wait to get hold of a finished copy of the game. *Winback* may look a little plain, but it could just be one of 1999's surprise hits. Here's hoping...



Two-player split-screen made a joy. What's this? A cut scene, perhaps?

Player two is subjected to some big hurt.

"The name's Cougar, Jean-Luc Cougar Meow."



Just got time to see Eastenders... Mr Cougar runs for cover. Quickly.



△ Wazza in the bunker. The red-nosed fool.
△ Luigi tees off. See how he concentrates.

▽ Is this some kind of Egyptian level? (Yes - Ed) Wario's still stuck in the sand trap. Oops.



Birdie Song



△ Look! There's a piranha plant, on the left.



△ More dangerous flora makes golf a risky business.

MARIO GOLF

NINTENDO

64M



1-4



September



Winter

Whilst golf hasn't had a great deal of success on the N64 - there was the absolutely risible *Glory of St. Andrews* and then the almost as rubbish *Waialae Country Golf Club* - *Mario Golf* looks set to introduce a spark of Nintendo magic to the game.

Being developed by Camelot (the team responsible for the rather good *Hot Shots*, the PlayStation's best golf game by a mile), *Mario Golf* apparently sports spot-on physics and ball behaviour, as any good golf game should. Balls will fly through the air with pleasingly realistic effects, depending on which club you've used and how hard you hit it, and then roll across the greens with similarly appreciable Newtonian accuracy.

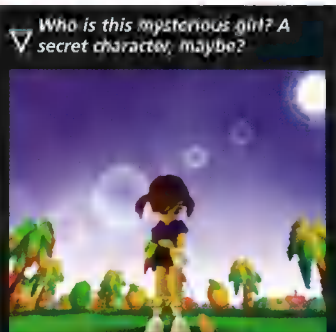
Of course, such accurate simulation isn't included at the expense of some good ol' patented Ninty fun. The game will feature ten of the best-loved Nintendo personalities, including Mario, Luigi and Peach, and a few secret characters. From what we've seen so

far, these include a fairly ordinary man and woman, as well as Baby Mario, last seen in *Yoshi's Island* on the SNES. Intrigued? So are we... and, naturally, there will be plenty of *Mario*-style secrets to find. Hopefully power-ups of some description will make an appearance - we've already seen green and red shells littering some of the courses.

The six different courses themselves are, even at this relatively early stage, looking wonderful, taking their cue from the different environments found in the various *Mario* games. And, in a move obviously inspired by the masterful and majestic *Zelda*, there will even be changing daylight conditions to contend with.

Perhaps the best news of all, though, is that *Mario Golf* will come bundled with the GB pak (in the US and Japan, at least), meaning that you can swap data and develop characters between the N64 game and its Game Boy brother, which should be released at around the same time.

Unfortunately, there's been no UK release date announced as yet, but, with a concrete September release for the US, it seems certain that *Mario Golf* will eventually make its way to these shores. And hopefully sooner rather than later, as it sounds like top sporting fun. More news as we get it.



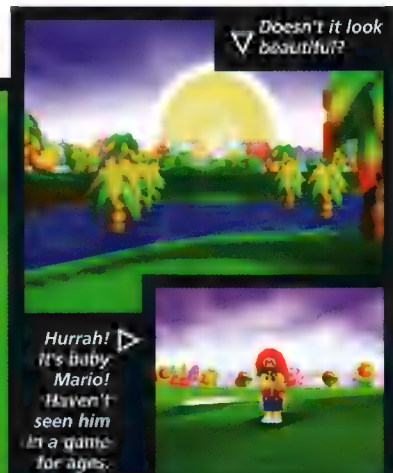
▽ Who is this mysterious girl? A secret character, maybe?



△ One of Mario Golf's many characters. We have no idea who this chap is. Looks like Tim's dad.



△ Mario shows off. As usual, the cheeky little plumber.



▽ Doesn't it look beautiful?

△ Hurrah! It's baby Mario! Haven't seen him in a game for ages.



Formula two

The sequel to Paradigm's fantastic F1 sim is nearly finished, and due to hit a game store near you before the end of the official F1 season. And no, these are *not* just pictures from the original game.

It might look pretty much identical to last year's version, but Paradigm's coders have busied themselves during the close season, tinkering with the engine and refining the handling. This new version boasts an improved frame rate and better handling (not that there was really much wrong with the original), plus a tweaked track model for the renovated circuit in Canada.

Team and driver stats are taken from the 1998 season, as are the new Challenge scenarios. We

don't know yet if you'll get to play as David Coulthard in the Aussie GP and be forced to pull over on the last lap when you see Mika Hakkinen frowning at you in your mirrors. Here's hoping though. We'll have more on this one next month.

F1 WORLD GRAND PRIX 2					
PARADIGM	128M	1/2	Summer	Summer	



Plastic fantastic

ARMY MEN: SARGE'S HEROES					
3DO	64M	1-4	Autumn	Autumn	

The original *Army Men* was an underwhelming PC strategy game, featuring those plastic soldiers we used to play with when we were little. And, despite it being rubbish, 3DO are currently working on an N64 version – but one with a couple of differences: it's become a 3D action game, and it's looking quite good.

The aim of the game is to guide your green plastic soldier through some huge, *Micro Machines*-esque environments (bathrooms, kitchens, etc) and blow seven shades of the proverbial out of the enemy.

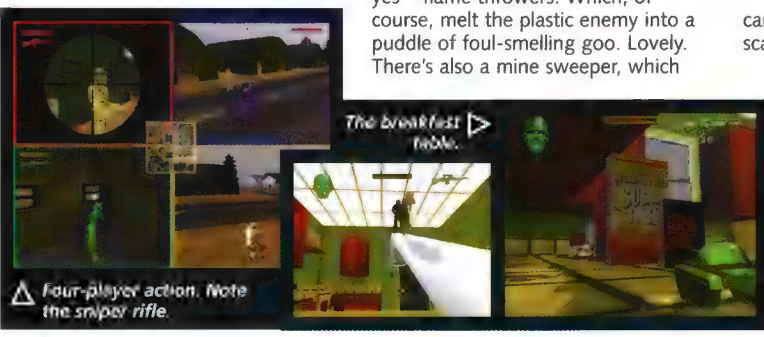
To this end, there's a wide variety of weapons and equipment available: shotguns, rifles, mortars, mines, *GoldenEye*-style sniper rifles and – yes – flame throwers. Which, of course, melt the plastic enemy into a puddle of foul-smelling goo. Lovely. There's also a mine sweeper, which

Both time was never like this when I was young.
Tap helicopter-knacking artim.



can detect the near-invisible mines scattered about the place.

Sarge's Heroes will also feature plenty of jumping, crawling and climbing, expansion pak-enhanced hi-res visuals, and a four-player deathmatch, which promises to be a fascinating mix of *Tomb Raider*, *Micro Machines* and something with plenty of big guns in it. We'll be able to see exactly how fun it is towards the end of the year.



An ear to the ground

Plenty of news this month, especially in the run up to E3. First up is new game **Young Olympians**, a third person action/adventure from developers Saffire, previously known for creating **Go Frenks**. Whilst that wasn't the greatest game we've ever played it, at least looked good. **Young Olympians** casts you in the role of an adolescent with access to plenty of special powers. Appears intriguing...

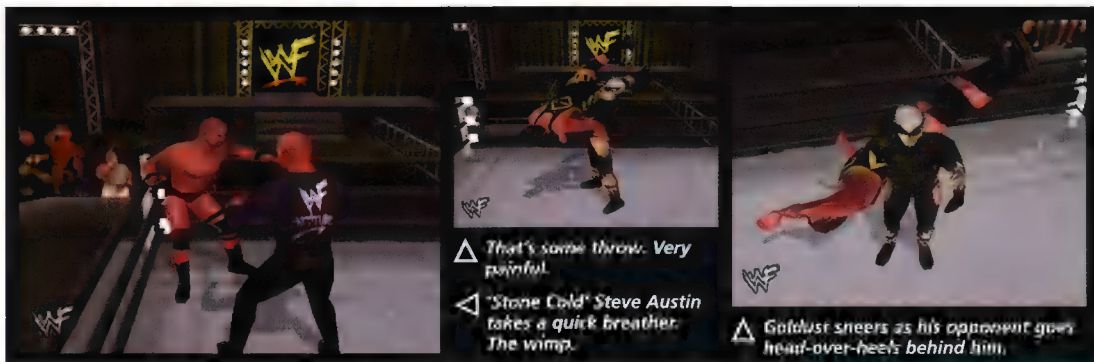


Bomberman 64 is on the horizon. Unrelated to the evil **Bomberman Hero**, it's a direct sequel to **Bomberman 64**, with Hudson saying that they're concentrating on the multiplayer. Considering that they've only succeeded in making it worse since the days of the SNES, we'd say that they've got a lot of work to do.

Big carts ahoy! **Zelda**, as you know, came on a 256 megabit cart. Big, yes? Well, that's set to be dwarfed by **Diablo Battle 3** and **Resident Evil 64**, which are going to come in at, respectively, 320 and – get this – 512 megabits. That's huge. Let's hope that it doesn't make them too expensive.

Pokemon Stadium 2, which allows you to download all 151 Pokemon into your N64, has received a very impressive 33/40 score in Japan's premier games magazine, *Weekly Famitsu*. Considering we're going to get it in the UK later in the year, that's jolly good news. Expect an import review very soon.

And finally, Interactive Studios – the people behind **Gladius** – are working on **Dragon Sword**, a reportedly impressive action-adventure RPG in the traditional fantasy style. Think experience points, dwarfs and Mithril armour. More news, invariably, as we get it.



△ That's some throw. Very painful.
△ 'Stone Cold' Steve Austin takes a quick breather. The wimp.

△ Goldust sneers as his opponent goes head-over-heels behind him.

'Tude fight

WWF ATTITUDE

ACCLAIM

256M

1-4

June

July

Well then, here comes the sequel to **WWF Warzone**, which we admit to liking very much. **Warzone's** huge sense of fun was its trump card, and **WWF Attitude** looks set to offer all the wrestling thrills you could possibly need.

Most immediately, though, it's the fantastic hi-res visuals that impress. Running in tasty 640x480, it's simultaneously fast, good looking and free of the sluggish pace that blighted T•HQ's **WCW/NWO Revenge**, and even makes for a quicker, smoother bout of brawling than **Warzone**. Mind you, that's probably because **Attitude** is expansion pak compatible...

More importantly, though, are the comprehensive changes and tweaks that developers Iguana have made. **Attitude** sports a whopping 40 wrestlers to throw around the ring – again, all based on the larger-than-life real articles. So, you can get to 'be' perennial favourites 'Stone Cold' Steve Austin, Goldust or The Undertaker.

Even better news, though, is that the superb create-a-player option is back, bigger and better than ever before, allowing you to let your

imagination run free and create an army of Overton-style freaks to mash the opposition with.

To be able to mash anyone, of course, you've got to have moves, and **Attitude's** got over 400 signature moves, as well as a bulging sack-worth of more general holds and throws. Acclaim told us **Attitude** will have around 150-200 more moves than its predecessor.

Best of all, though, is the Pay-per-View option. An addition to the more regular options, basically, it's a tarted-up edit mode where you'll be able to create a complete event from scratch, deciding on exactly which fighters will be involved, and who they'll fight over the eight-match tournament. Brilliant. And then, in spanking television style, you can create your own arenas for your overly-

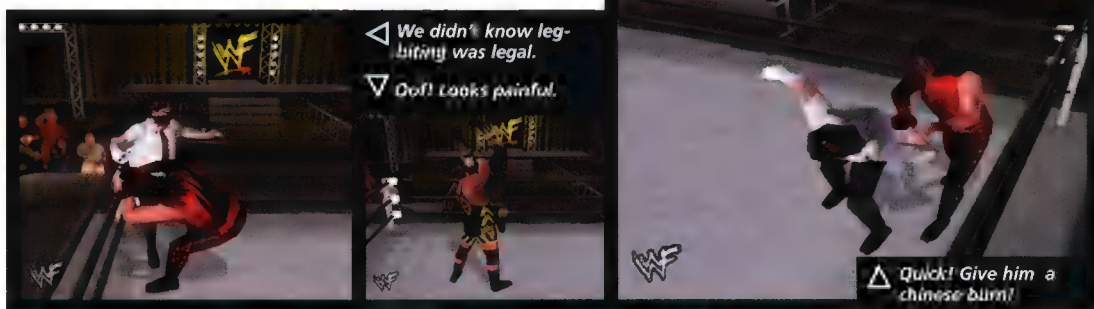


△ "Unhand me now!" "Wope," "Wuts."
△ A quick kidney punch.

muscled underlings to fight in.

Throw in running commentary from Vince McMahon and

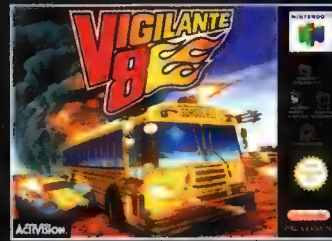
Jim Rose – the guys who commentate on the real thing in America – stacks of samples, sounds and music (thanks to some new compression techniques) and we think you'll agree that **Attitude** is something that every wrestling fan should be looking forward to. We'll have a review in a couple of months... **Z**



△ We didn't know leg-biting was legal.
△ Oof! Looks painful.

△ Quick! Give him a chinese burn!

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NEW! Exclusive N64 Shadow

SHADOWMAN

Singing in the pain

Editorial

Hello and welcome to the first installment of our regular *Shadowman* Development Diary. Our friends at N64 Magazine will be talking to Mr. Guy Miller, the game's Creative Director, each month, taking a look at what he's been working on and how the game is shaping up. And, of course, we'll be bringing you the exclusive *Shadowman* review in our August issue – something you can guarantee is well worth waiting for.

Otherwise, this month has been one of strange portents and terrible omens. Mr. Scragmore, one of the printers, swears he saw something terrible under the Ottoman, and Mrs. Grinder is convinced that Mr. Nurgle, our new medical correspondent, was lurking in the woodpile. Of course, the poor woman has been known to take the odd snifter or two from the sherry cabinet since her husband disappeared, but it's downright queer all the same.

Anyway, hope that you enjoy the issue. Tune in next month for more.

Henry Heppelwhite, Editor

A distinguished gentleman speaks

The charming Guy Miller allowed us into his inner sanctum for a quick chat about *Shadowman*. We think you'll find it most enlightening...

N64: Rumour has it that you've recently upped the size of the cart from 128Mb to 256Mb in order to incorporate all the speech (which was previously text). What prompted this decision?

Guy Miller: Acclaim's President, Sir Greg Fischbach, prompted this decision. He felt that including speech, rather than simply text, was integral to the overall experience of the game – which it is.

N64: *Shadowman* uses the expansion pak. How will this work in practice – will it allow the game to run in medium or hi-res, or have a more tangible in-game effect?

Guy Miller: It will mean that the game can run in medium or hi-res –



△ Oh, I say. Having been brought back to life with foul and heathen magicks, *Shadowman* sends this shambling cadaver back to the grave. And rightly so.

which, I think, is a pretty tangible in-game effect in its own right. Making use of the expansion pak will also mean that the player can insert expansion-type things into a slot in their N64, which is always jolly good fun. Especially if that expansion-type thing is coloured red.

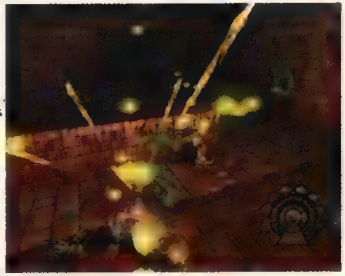
N64: *Shadowman*, while gory at times, is aiming for a more psychological-style of horror – can you give us an example of this in the game?

Guy Miller: Shooting muzzled dogs dressed as semi-naked madmen...

HAPEL TIMES

September 10th 1888

man shots  Exclusive interviews!



being hunted down in a darkened tenement building by a serial killer in night vision goggles... being attacked by a pot-bellied man-pig in a baby's playroom, with nursery muzak ringing in your ears... having a naked female zombie suck your life force... swimming through a river of blood...



△ A headless, chainsaw-wielding beast gets his comeuppance.

N64: How hard has it been to port the game from the PC to the N64, with notorious problems such as fogging and blurriness cropping up in plenty of other third party games?

Guy Miller: Not hard at all. Very soft, in fact.

N64: We've seen the De Niro/Max Cady-style serial killer. Can you give us some details/modus operandi of another one?

Guy Miller: The 'Home Improvement Killer'. He makes furniture out of people's bits.

N64: Who did the voices in the game? They're very well-acted.

Guy Miller: We employed several professional actors for the voices. Oh, and me and Simon Phipps, Shadowman's Senior Designer. We played the mad people.

N64: Have Nintendo still been supportive of *Shadowman's* content? Has censorship, or the BBFC, raised its ugly head?

Guy Miller: Raising ugly heads – preferably on pointed sticks – is always jolly good fun. Nintendo have been very supportive, especially with the ugly heads on pointed sticks.

N64: How many hours of gameplay will there be in *Shadowman*? Is it still around the 40-50 hour mark?

Guy Miller: No, 70-80 hours would be nearer to the mark according to

our QA blokies. That's 70-80 hours of pure, unadulterated terror and ugly heads on pointed sticks. And pot bellied pig-men. And serial killers with big knives... and... and...

We had to terminate the interview at this point, as Mr. Miller became dangerously unhinged and had to be restrained. Rest assured, he'll be feeling better next month, when he'll share more exclusive details of *Shadowman* with us.



▽ Best stand back, eh? Another creature prepares to die.



Queensberry Rules

Shadowman's combat system is now pretty much complete. There may be no Zehla-style lock-on, but

Shadowman himself is able to hold an object in each hand, so that two-weapon attacks are possible. And, with customary Acclaim/Iguana-style exuberance, there's some over-the-top effects and an arsenal to rival *Turok's*. Nice.



△ This harpy-like creature can also attack from the air. Frightful affair.

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

chart updates • release list
most wanted • most played

GAME Top 10 Official UK N64 chart

 1 FIFA '99 EA Non-mover Released: 1/99 Issue 26 83%	 6 WCW/NWO Revenge T-HQ Non-mover Released: 12/98 Issue 22 75%
 2 Star Wars: Rogue Squadron LucasArts/Widow Last month's chart position - 3 Released: 2/99 Issue 25 85%	 7 Turok 2: Seeds of Evil Acclaim Last month's chart position - 8 Released: 12/98 Issue 21 95%
 3 South Park Acclaim Last month's chart position - 5 Released: 1/99 Issue 25 73%	 8 Virtual Pool Intarcplay Last month's chart position - 10 Released: 2/99 Issue 26 77%
 4 The Legend of Zelda 64 Nintendo Non-mover Released: 12/98 Issue 24 98%	 9 Mario Kart 64 Nintendo Last month's chart position - 7 Released: 7/97 Issue 24 91%
 5 Vigilante 8 Activision New entry Released: 4/99 Issue 28 74%	 10 Mario Party Nintendo Last month's chart position - 2 Released: 2/99 Issue 27 85%

Top 5 Import chart

Source: Skill Gaming

1 Smash Bros Nintendo • ACT Issue 26 - 90%	3 Mario Party Nintendo • TAB Issue 27 - 85%
2 Vigilante 8 Activision • ACT Issue 28 - 74%	4 Micro Machines 64 Codemasters • RAC Issue 25 - 86%
	5 Snowboard Kids 2 Atlas • RAC Issue 27 - 80%

GAME

E5 OFF

VOUCHER ANY TOP 10 GAME!

(see the chart above)

Subject to the terms and conditions listed below:

1. This voucher is only valid at UK branches of GAME.
2. Valid against any one product listed in the Top 10 chart above.
3. This voucher is not exchangeable for cash and is non-recoverable.
4. This voucher cannot be used in conjunction with any other offer or against "sale" items.
5. This voucher is only valid from 18 May 1999 to 15 June 1999.

VALID FROM 18 MAY TO 15 JUNE 1999

N64 5 Most played

1 Duke Nukem: Zero Hour GT ACT Issue 28 • 90%
2 FIFA '99 EA SPT Issue 26 • 83%
3 Snowboard Kids 2 Atlas RAC Issue 27 • 80%
4 Smash Bros Nintendo FGT Issue 26 • 90%
5 Zelda 64 Nintendo ACT/RPG Issue 24 • 98%

5 Most wanted

Perfect Dark Rare/Nintendo ACT UK: Late '99 USA: Late '99
Shadowman Acclaim ACT UK: Sept US: Sept
Star Wars Episode 1: Racer Nintendo ACT US: May UK: July
Jet Force Gemini Rare/Nintendo ACT UK: Summer USA: Summer
Banjo-Tooie Rare/Nintendo ACT UK: TBA USA: TBA

5 Most played

1 Zelda 64 Nintendo ACT/RPG Issue 25 • 98%
2 Turok 1 Acclaim ACT Issue 21 • 95%
3 Star Wars: Rogue Squadron LucasArts/Widow ACT Issue 25 • 85%
4 GoldenEye 007 Rare/Nintendo ACT Issue 9 • 88%
5 Banjo-Kazooie Rare/Nintendo ACT/RPG Issue 11 • 92%

5 Most wanted

Perfect Dark Rare/Nintendo ACT UK: Late '99 USA: Late '99
Star Wars Episode 1: Racer Nintendo ACT US: May UK: July
Smash Bros Nintendo ACT UK: Out Now USA: Out Now
Hybrid Heaven Acclaim ACT UK: Sept USA: Sept
Shadowman Acclaim ACT UK: Sept USA: Sept

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
A High Life	Activision	ACT	UK
Armageddon 2	Interplay	ACT	UK
Charlie Blast Territory	Kemco	PUZ	UK
Fighting Force	Crave	FGT	US
Mystical Ninja 2	Konami	ACT	UK
Quake II	Activision	SHT	US
Roadsters 3	Titus	RAC	UK
Shadowgate 64	Kemco	RPG	UK

Game name	Publisher	Type	Country
F1 World Grand Prix 2	Video Sys.	SIM	UK
Star Wars Battle 1: Racer	LucasArts	RAC	UK
World Driver Championship	Boss Games	RAC	UK
WWF Attitude	Acclaim	ACT	US/UK

Game name	Publisher	Type	Country
Gex: Deep Cover Caves	GT	RAC	UK
Jet Force Gemini	Rare	ACT	UK
Superman	Titus	ACT	UK
Tonic Trouble	Ubi Soft	ACT	US/UK

Game name	Publisher	Type	Country
Heaven	Konami	ACT	UK
Mortal Kombat: Deadly Alliance	Eidos	SPT	UK
Mortal Kombat: Madness	Rockstar	RAC	US
Shadowman	Acclaim	ACT	US/UK

Game name	Publisher	Type	Country
3Sixty	Cryo	RAC	UK/US
1080° Snowboarding 2	Nintendo	RAC	US
40 Winks	GT	ACT	UK
Aeon Flux	GT	ACT	US
Animaniacs Ten Pin Alley	ASC Games	ACT	US
Armorines	Acclaim	ACT	US/UK
Army Men: Sarge's Heroes	3DO	ACT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Asteroids	Crave	ACT	US
Attack!	Midway	ACT	US
Battlezone	Rare	ACT	US/UK
Battlezone	Crave	ACT	US
Blues Brothers 2000	Titus	ACT	UK
California Guns	Midway	RAC	UK
Command and Conquer	EA	STG	US
Daiikatana	Ion Storm	SHT	US
Destruction Derby	Psygnosis	RAC	UK
DethKarz	GT Interactive	RAC	US
Doin' Kong 64	Rare	ACT	US/UK

Game name	Publisher	Type	Country
Diabolism	TBA	RPG	US/UK
Duck Dynasty/3rd Dementia	Infogrames	ACT	US/UK
Earthworm Jim 2	Interplay	ACT	UK
Exhumed 64	Crave	SHT	US
Extreme Sport	Eidos	SPT	UK
F-1 Spirit Hornet	Titus	SIM	UK
Flights of the UN	Video Sys.	SHT	JPN
Half Life	Sierra	SHT	US
Harrier 2001	Video System	SIM	US
Harvest Moon 64	Natsume	RPG	US
Hercules: Legendary Journeys	Titus	ACT	US
Hydro Thunder	Midway	RAC	US
Hype: The Time Quest	Ubi Soft	ACT	UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Legend of Zelda	GT	ACT	US/UK
Motorcycle Theft Auto 64	Take 2	ACT	UK
Jest	Infogrames	ACT	UK
Jeff Gordon Racing	ASC Games	RAC	US
Jikkyou Golf Tournament '98	Konami	SPT	JPN
Jungle Bots	Titus	ACT	US
Jungle Emperor Leo	Nintendo	RPG	JPN
Ken Griffey Jr Baseball 2	Nintendo	SPT	US
Legion X	Hudson	ACT	JPN
Looney Toons: The Race	Infogrames	RAC	US/UK
Madden 2000	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Mario Golf	Nintendo	SPT	JPN
Metroid 64	Nintendo	ACT	JPN
Mission: Impossible 2	Infogrames	ACT	UK
Montezuma's Return	TBA	PLT	US
Mortal Kombat: Special Forces	GT	ACT	US
Mother 3	Nintendo	RPG	JPN
Need for Speed 64	EA	RAC	US
Neon Genesis Evangelion	Bandai	FGT	JPN
NFL Blitz 2000	Midway	SPT	US
NFL Quarterback Club 2000	Acclaim	SPT	US
NHL Blades of Steel 99	Konami	SPT	US/UK
NomenQuest	T+HQ	RPG	US
Nuclear Strike	T+HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Onegai Monsters	Bottom Up	-	JPN
Perfect Dark	Rare	SHT	US/UK
Picture Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Powerslide	Emergent	RAC	US
Pro Evolution Soccer Game	EA	SPT	UK
Rainbow Six	Red Storm	ACT	UK

Game name	Publisher	Type	Country
Rai Attack	Mindscape	ACT	UK
Rayman 2	Ubi Soft	ACT	US
Ready to Rumble	Midway	SPT	US
Resident Evil 2	Capcom	ACT	JPN
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T+HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Ronald's Soccer	Infogrames	SPT	UK
Rugrats	T+HQ	ACT	US
Shadowgate Rising	Kemco	RPG	US
Shadowman 2	Acclaim	ACT	UK/US
Smash Bros.	Nintendo	ACT	UK
Snowboard Kids 2	Atlus	RAC	UK
Spiderman	Activision	ACT	US
Spooky	ICE	ACT	US/UK
StarCraft	Nintendo	SLG	US
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tales of Phantasia	Infogrames	ACT	UK
Thornado	Factor 5	SHT	US
Thrasher Skate and Destroy	Take 2	SPT	UK/US
Top Gear Hyperbike	Kemco	RAC	US
Top Gear Rally 64DD	Kemco	RAC	ALL
Top Gun: Aces and Eights	GT	ACT	UK/US
Triple Play 2000	EA	SPT	US
Turbo 3	Acclaim	ACT	UK/US
Twelve Men: Conker 64	Nintendo	ACT	UK/US
Unreal	GT	SHT	US
Velocity	Acclaim	RAC	US
War: Final Assault	Midway	ACT	US
WCW Game	EA	ACT	US
Wild Metal Country	DMA	ACT	UK
Winback	Koei	ACT	JPN
Worms 2	Team 17	PUZ	UK
Xena: Warrior Princess	Titus	ACT	US
X-Men	Activision	ACT	US
Zool	Imagineer	RPG	JPN

*working title only

KEY			
ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
ETC	STRATEGY	TBA	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

VOTE!

There's only one way we can keep track of your gaming needs - and that's if you tell us! Just fill out the form and send it in!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name _____

Address _____

Postcode _____

Game wanted _____



THE GREAT MULTIPLAYER EXTRAVAGANZA

Fancy being crowned best gamesplayer in the UK? Read on...

In association with



We've been inundated with entries to The Great Multiplayer Extravaganza, which is only right as it'll end up showing the world exactly who's the best gamesplayer in the UK. And it could be *you*, reading this now...

So, as the deadline for entries approaches, we thought we'd tell you all the juicy details of the Grand Final. The lovely Virgin Megastores have kindly lent us their Oxford Street store (in London, obviously), for the Grand Final. It'll take place on Thursday 3rd June, so be sure you can make it down to London, and back to where you live, on the same day.

There's going to be food, drink, loads of prizes (plus a hoofing great trophy for the overall winner), and, of course, plenty of hard-fought gaming (you'd better practice, though, as your efforts will be broadcast to the rest of the shop on Virgin's *humungous* video wall). So, if you want to know exactly what's going to happen on the day, and all the other information you need, then read on. It's not too late to enter, you know...





DETAILS OF THE GRAND FINAL!

ENTRY REQUIREMENTS

We've been running the competition for several months now, and what you'll need to do to win a place in the final is indulge in a little I'm The Best-style challenge. We've set four challenges, and you're allowed to do each one as many times as you like. To quickly recap again, here they are:

TUROK 2

Challenge

Complete Level 1: The Plut of Adu, in the quickest possible time. Cheats allowed!

Time to beat

30 minutes

How?

Enter 'bewareofthomorrathand' in the cheat screen to switch on invincibility, all weapons and infinite ammo. You can lay it without the cheats if you want, but you won't win unless you're a genuine Turok 2 god. Start a new game and zip through the first level as fast as fast could be. Apologies to all those who have been trying it on level 3. This is the last change we'll make.

Top tip

• Fun as it may be to zap large holes in the evil Endralls, the key to victory is not to waste any time shooting anything that isn't directly in your path. The only time you absolutely have to kill things is in the Flesh Portal at the end.

Proof

Play through the first level, and get to the first save point on level 2 – we'll need a video of the entire thing, so we can see your performance AND the stats screen at the save point.

MARIO KART

Challenge

Best time for Bowser's Castle.

Time to beat

2:28:00

How?

Bowser's Castle is one of the trickiest and best courses in the game. Every corner is a right angle, calling for total mastery of the rabbit run. And then there are the Thruways, the narrow bridge, and the spiral tower to contend with.

Top tip

- The best place to use your mushroom boost is across the big stretch of grass in the castle courtyard.
- Use the power of the Secret Corner Turb to round every single bend.
- Hop to regain your racing line if you skid too much at the start of the rope bridge.

Proof

A photo or video of your records screen.

GOLDENEYE 007

Challenge

Highest accuracy on Bunker 2. Must kill at least 60 guards. All weapons and infinite ammo allowed.

Score to beat

250%

How?

Once you discover the delights of the automatic shotgun, you open up a whole world of (admirable) accuracy scores. The shotgun fires five pellets for each angle pull on the trigger, so a theoretical maximum of 500% is possible. And in the unlikely event that you manage to use the magnum to line up six or more guards with every shot, there's no limit to your maximum accuracy. Get killing!

Top tip

- If a guard does the old 'slow painful death' routine, you're laughing – stand over him and empty as many shots as you can into his body before he vanishes. They all count.
- Use the best video camera (in the contest round) to set all the alarms off.
- And apologies for not mentioning this last time, but you must escape alive. And you definitely cannot shoot one person with the shotgun, and 59 more with a rocket launcher. That's cheating. Complete that mission without any explosives!

Proof

We want to see a video of your entire performance, as it's the only way to prove that the ammo and weapon cheats are the only ones used. Mark your score on the video label.

F-ZERO X

Challenge

Best time for Devil's Forest 2.

Time to beat

1:40:00

How?

If you haven't given Devil's Forest 2 a good going over in Time Attack mode yet, now's the time to start. The rippled section of the track is a real killer if you take it too quickly, and by the time you reach the last corner you'll be down to your last sliver of energy. At least, you will be if you've made the most of your turbo in the smooth bends. A frighteningly challenging course.

Top tip

- Don't use your boost too close to a speed-up arrow – it's a waste of energy.
- Set your craft for slightly more grip than you would normally use in a time trial, to help prevent you flying off the track.
- Dip the nose down every time you catch some air – it's as good as a boost!

Proof

A photo or video of your records screen will do fine.

Send your photos and videos to:

Multi Towers,
N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

ALL ENTRIES MUST BE IN BY MAY 24TH.



N64 THE GREAT MULTIPLAYER EXTRAVAGANZA!



IMPORTANT!

**GRAND FINAL, THURSDAY 3rd JUNE 1999
VIRGIN MEGASTORE, OXFORD STREET, LONDON**

HOW THE FINAL WILL WORK

ROUND 1

The 20 contestants will be split into groups of three or four, and spread over six N64s. Tim, Jes, Wil and Martin will also be playing on four of these machines to make up the numbers and offer a little challenge. Spicy!

ROUND 2

Two winners from each of Round One's six games – that'll be 12 people, then – will go on to play in one of three four-player games.

ROUND 3

Two winners from each of Round Two's three games – six people – will then go on to Round Three, which will consist of three two-player games.

ROUND 4 GRAND FINAL

And, finally, the three winners from Round Three will then go on to the Grand Final, to duke it out in a three-way match to see, once and for all, who is the greatest gamer in the UK. It's not that easy, though, as one of Team 64 will also be joining in the fun, just to introduce a random element and make things that little bit more exciting.

BONUS ROUND!

The eventual winner of the competition will – if they're brave enough – be able to play three members of the esteemed Team 64 at a game of their choice, just for fun. And to see if they can beat our collective might, obviously. There'll even be a guest appearance! (Clue: His second name is Ashton.)

GAME CHOICE

We have still to decide exactly which games will be played in which rounds, but all of you will have to play *GoldenEye*, *Turok 2*, *F-Zero X* and *Mario Kart* at some point in the proceedings, so it's essential that you get practising on all four of these games. Don't bet on breezing your way through the compo just because you're a *GoldenEye* wizard – this is going to be a test of your all-round gaming prowess, not to see how good you are at one particular game. And just think how good you'll look if you're fantastic at *all* the games you've got to play...



ESSENTIAL INFORMATION! READ THIS NOW!

- The final will take place at the Virgin Megastore on Oxford Street, London, on June 3rd 1999.
- You'll have to be there at 12.00 midday, and be prepared to stay for most of the afternoon. Please make sure that you can travel to London and return home on the same day, or otherwise make suitable arrangements.
- The games involved will be *GoldenEye*, *Turok 2*, *F-Zero X* and *Mario Kart*. You'll have to play all of these in multiplayer, so get practising.
- All Finalists are allowed to bring one guest ONLY. Others will not be admitted. Finalists under sixteen MUST be accompanied by an adult (who will, unfortunately, count as your guest).
- Finalists will be notified by telephone a week before the Grand Final, and will appear in the July issue of *N64 Magazine*, on sale Tuesday 15th June. The results of the final will appear in the August issue of *N64 Magazine*, on sale Monday 12th July.



NEXT MONTH

Next month – that's the July issue of *N64 Magazine*, on sale 15th June – we'll feature the 20 finalists in all their game-busting glory. However, if you get through to the final, we'll obviously contact you prior to the event itself, on June 3rd, with full details of everything (so *please* don't forget to include your phone numbers with your entries).

So, all that remains is for us to say is, Best of Luck, and see you in London!

£5 OFF at Virgin Megastores!



MEGASTORES

This voucher entitles the holder to a **£5.00 discount** when purchasing any **N64 title costing £30 or more at Virgin Megastores.**

Conditions:

1. Voucher is valid from 17/04/99 until 19/06/99
2. Voucher cannot be used in conjunction with any other promotional offer or coupon.
3. Only one voucher per purchase.
4. Vouchers cannot be exchanged in whole or part for cash.
5. Vouchers only valid in Virgin Megastores in the UK and Eire.



N64 SPECIAL INVESTIGATION

STAR WARS EPISODE I:



◀ A snowy corridor of hurt. Keep the thumb on that analogue.



▶ Tatooine. This is where the pod scenes from the film take place. Should be good.



◀ Pelling through the ancient cities of Ilarunda. Nice.



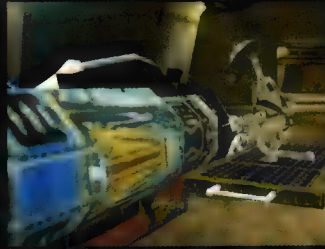
▽ Lining up pre-race. The camera circles the craft before you start.



△ The flashing red lap time signifies that you've broken the course record.

▶ Gorgeous track scenery and some pretty quick racing too. Feel the force!

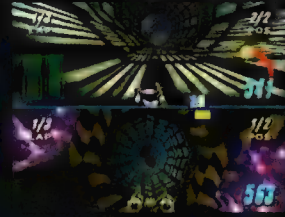
ILL. & ART. All rights reserved.



△ Watto – for that is his name – repairs our PTO4 pod. Handy.

Two player. The graphical detail is still very high. ▽ Even at 563MPH.

△ The hangar. We've bought these droids to do all our work for us.



FLY WITH ME

With 21 characters to choose from, *Racer* offers a range of vehicles, all with different handling characteristics. We found Anakin Skywalker to be the best to begin with: his pod's flat shape and sturdy 'feel' means you'll adapt more quickly to the rigours of 90° turning. Later on, as you gain more experience, the fantastically named Ebe Endecott and Ben Quadridaros offer you a tidy mixture of high-speed danger and safe-as-houses cornering. Then, when you can hare round corners with your eyes closed, Sebulba is your first choice (who, we presume, is a nasty piece of work in the film, judging by his super-aggressive driving here). Look out also for: Bozzie Baranta, Toy Dampner, Teempto Pagalies and Slide Paramita.

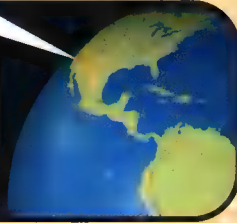


RACER



It's been wrapped up in super-secrecy. It's based on the biggest film of all time. No one had seen anything of it until N64 smashed it apart last issue. Ready for some more?

N64's Special Investigations can take us all over the world. And to get a glimpse of the new Star Wars game we travelled all the way to LucasArts in California.



Star Wars Episode I: Racer			
LUCASARTS/NINTENDO			
	May 17th		1/2
UK release July 4th			

When you've got the hottest movie licence of all time to fit around your game, you've every right to fancy your chances in a head-to-head with Nintendo's own. Which is exactly why LucasArts have no qualms about coming up against the splendid *F-Zero X*.

See, in the lengthily-monickered *Star Wars Episode I: Racer* (breath), they've got a game which carefully pulls out one of the film's most breathtaking scenes, and creates an eight-world, 24-track, 21-character racer of the very highest order. Technically, maybe, it's not quite up to the standard of Nintendo's face-shattering racer, but still... With *Rogue Squadron*, LucasArts confirmed that they could

develop brilliant console games – all be it with some help from SNES stalwarts, Factor 5 – and now they've gone and done it all over again.

The film only actually features the one pod race, organised by Jabba the Hutt himself, but introduces us for the first time to young Anakin Skywalker. Because the pod race requires lightning quick reactions, and features some terrifying cornering, humans are usually too clumsy to

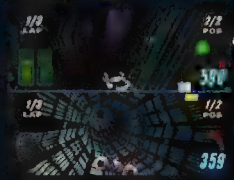
compete, which is why Anakin's entrance is met with some puzzlement and surprise. But, of course, the lad Skywalker – who will eventually become Darth Vader – handily has at his disposal a little thing called 'the force'. Needless to say, in the film he eventually triumphs in the Tatooine pod race (against all odds or something), and goes on to scrap it out for a further two hours of hyper-secret plot. The game, however, can't quite be so limited, which is

VISUALS **Racer uses the expansion pak to crisp up the tracks, and the effect is so splendid you can't tell the difference between N64 and PC.**



LIKE PEAS IN A POD

There won't be a four-player mode in *Racer*, as the visuals (with lack of fogging) and sampled speech take up too much of the 256Mb cart as it is, so the two-player head-to-head currently bears the weight of the game's multiplayer thrills. And it's good stuff. Eventually it'll run at around 30 frames per second (which is fast) so the game's current, slightly niggly frame rate problems will definitely be smoothed out by the time *Racer* hits the shelves. One thing's for sure: the highly tweaked AI – and ability to upgrade your craft – means the game will be right up there with *Rogue Squadron* for difficulty.



JET FORCE.

With eight worlds, three different possible routes and over 41 miles of virtual track on each, *Racer* is impressively sturdy. The game's still without water planet Aquilaris and penal colony Dovo VI, but for the time being, gorge yourself on these six brilliant tracks..

Hangar



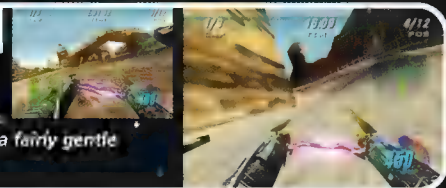
There's 21 characters to choose from, but Anakin is just the job for beginners. You can actually choose any pod to race in, but this one will do nicely for the time being.



You can rotate the camera during the hangar scenes, zooming in and out to inspect your craft as you wish. Once you have money, this is where you can upgrade as well.

Tatooine

This is where the game, and the film, starts out, on Skywalker's home planet, where Jabba arranges a pod racing fight to the death. It's a fairly gentle introduction to the game, though.



Ando Prime

Ice planet Ando Prime is entirely made up of frozen lakes and snowy mountains, very much like Hoth in *Rogue Squadron*. It's a tricky second track too, with some feisty built-up areas.



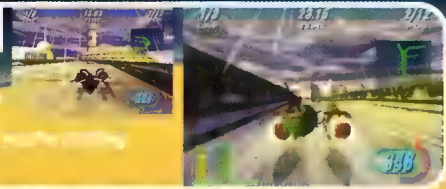
Malastare

This fantastically fast night course is a dazzling showcase for the game's real-time lighting, with darkened areas lit by your boosters as you pass through tunnels and enclosed sectors.



Baroonda

A bit of a rainy one, Baroonda is a real test for your reflexes, thanks to the sharpest corners in the game. Better hope the Force finds an ideal weather setting round the unusual ring track.



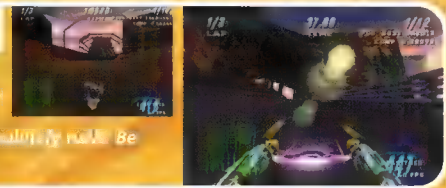
Ord Ibanna

Not dissimilar to Cloud City in *The Empire Strikes Back*, Ord Ibanna is a treat to the eyes, but infernally tricky to negotiate. The tunnel sections are absolutely brilliant, would you?



Mon Gazza

Bathed in the sun, you now recall a sense of god going through this city – but usually with good reason. One of the last tracks that time's absolutely wild. Be prepared to die a few times.



▶ why *Racer* takes in seven other worlds that crop up in Episode I.

All except Tatooine are new to the Star Wars universe (though, there have been obvious influences from the first trilogy, particularly with Ord Ibanna, which is a spit of Cloud City), and each of the worlds' courses have three different routes. The interesting thing, though, is that you don't have to approach the trio of routes in the linear order most racers normally do.

Instead, once you get to know the courses, you can use any of the routes to try and notch up that important first place. Some alternate routes are protected by barriers but, pleasingly, you can just smash through these. The fact that each track is also 41 miles long (remember: you'll be travelling at upward of 600mph so it won't feel like

41 miles) means there's stacks of exploration to do before you can ascertain your perfect, and preferred, route.

take shortcuts by predicting where the corners are is also similar to *Wipeout*, where this was vital for time trialling.

SOUNDS *Racer has opted to stream music onto cart, and the results are nice, but nowhere as dazzling as the astonishing Rogue Squadron.*

To play, *Racer* is actually an amalgamation of both *F-Zero X* and *Wipeout*. Certainly, the speed of the game, and smooth, easy-to-turn handling take a leaf out of *F-Zero's* book, but then, the physics of the craft and the 'floaty' feel of manoeuvring have more in common with Psygnosis' game. Additionally, the ability to

Racer, though, can stand tall as its own game too, thanks largely to some cunning new features; one that particularly stands out is upgrading, which becomes tremendously important later on in the game. Another unique addition also involves the boosters on your pod; because they produce such an immense amount of

POD OF APPROVAL

There's 256Mbs worth of space. This is what Racer does with it...

Looks

The game uses the expansion pack to crimp up the tracks, and the effect is so splendid you can barely tell the difference between the N64 and PC versions. Fogging has also been kept to a minimum, resulting in a smidgen of pop-up from time to time. Like *Rogue Squadron*, though, the game's graphical hindrances take a back seat to the action, so you'll hardly ever notice.



Feel

Each of the pods in *Racer* has been given three "points" of gravity, meaning there's an immensely realistic "feel" to the game. This effect is especially noticeable on two-carriaged pods, where taking sharp corners results in the back half of the machine swinging round. But, for all the pods, there's an impressive glide to proceedings. A bit like the ace *F-Zero X*.



Speed

Top speeds in the game are well in excess of 600mph – around the same sort of speed you reached in *Wipeout* – and this translates pretty well to the game. There's also a unique booster too; see the speedometer? Hold the booster button and this gradually fills up. Once the bar's reached the top of the curve, you can tap acceleration and the booster kicks in.



CLOSER THAN CLOSE

The game allows you to switch between a variety of camera angles. As well as a behind-the-pod view (entitled "Rear View" in the game) and the "set" position shown here, there's a first-person mode, which really starts to feel like 600mph's worth of face-pummeling pace, and a barely glance-behind-you, enabling you to size up the strength of the opposition following you. The easiest to control? Well, considering some of the corners come up so quickly you've barely time to react, it's got to be the behind-the-pod selection. Nicely.



Sounds

The big disappointment with *Racer*. Unlike *Rogue Squadron*, which redefined N64 sonics with its astonishingly fine surround sound, *Racer* has opted to stream music onto cart *Shadows of the Empire*-style. The results are still nice, but nowhere near as dazzling as *Rogue*, especially as you can no longer hear enemies approaching from behind. Some nice sound effects, though.



Repairs

A great addition to *Racer* is the ability to upgrade your craft. By winning races, you start earning money, which you can then exchange for new pod parts, like cooling systems and repair droids. If you aren't quite as successful in-race, you can rummage around in the scrapyards and try and dig up some old scrap parts. These, though, can prove a tad unreliable.



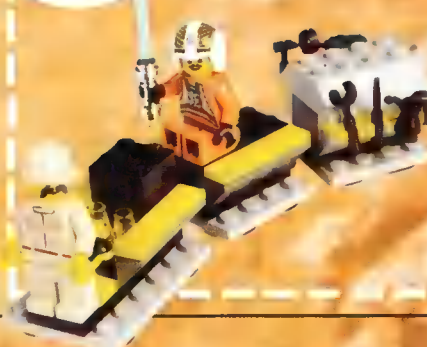
heat, they burn into the ground as you pelt round at 600mph, and produce volcanic explosions, which you can use to your advantage by shunting opponents into the showers of lava. Like *Wipeout*, pods can retire if they take too much shield damage.

So, is this the second cracking Star Wars game of the year? It could just be, you know. *Racer* isn't yet perfect – frame rate problems are the main cause for concern at the moment, and there's also a general tidy up still to be done visually – but the upside is that we PAL gamers will only have to wait two weeks for the game, with a definite date of June 4th being set by Nintendo for Europe. So, cross your fingers and close your eyes and hope that Star Wars magic rubs off...



SHIPBUILDING

Get your own piece – well, several pieces – of Star Wars action...

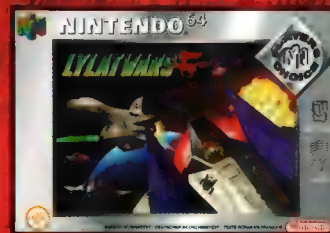


New from Lego are these fabulous Star Wars action toys, which you can put together, race, scrap and the blow apart! Erm, actually you'll have to blow them apart by dismantling them one brick at a time, but still. We've got some in the office – all to giveaway!

So then, to stand a chance of getting your own slice of Episode I memorabilia (keep these in the boxes and they'll be worth loads in years to come), all you have to do is answer the following question and then send your name and address into: **Star and Away, N64 Magazine, 30, Monmouth Street, Bath, BA1 2BW**, by 20th June. Got that? Right, well, here's the teaser, then: Who plays Qui-Gon Jinn in Episode I? Mmm, tricky, eh? Good luck!



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NINTENDO 64
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MEGASTORES

N64 presents

planet

GAME BOY



NEWS, REVIEWS AND TIPS FOR YOUR GAME BOY
COLOR, POCKET, CAMERA AND PRINTER

THE BIG REVIEWS THIS ISSUE!



JOUST/ DEFENDER

page
38

A double helping of classic Eugene Jarvis arcade action!



720°

page
38

One of Atari's finest arrives on GB Color. And it's got bees!

Midway's arcade revival

RETRO!

Relive your misspent youth, or discover forgotten classics!

WIN!
A BRAND NEW GAME
with your GB Camera pics



PLUS!



ADD-ON HEAVEN

Some of the coolest stuff you could pick up on a trip to Akihabara (or from your local import emporium)



ISSUE

4

1999



PLAYED IT? TRADE IT!

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THE WORD ON THE STREET

* Trade-in games must be in working order and of satisfactory quality. The trade-in value of the games you exchange must not exceed the price of the product(s) you are purchasing, cash or credit can be issued. This does not effect your statutory rights. For further information, ask your local store.

GAME BOY

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ADD-ONS

Shopping in Japan – if only our local Dixons stocked this little lot.



PAGE 40

REVIEWS

Retro magic, arcade adventures and a slightly dodgy pinball sim. Top buying guide!



STARTS ON PAGE 38

TIPS AND SCORES

Get your Game Boy secrets learning here. Momma.



SECRETS REVEALED!



PAGE 41

GAME BOY GALLERY

Mutants galore – and Jes Freaks!



PAGE 42

Welcome to Planet Game Boy



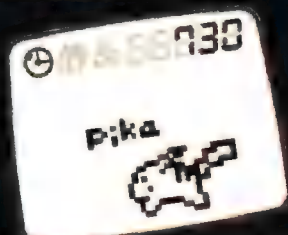
Hello? Everyone seems to be busy at the moment, so I think it's safe to talk.

Since Tim has bigger fish to fry right now, I'm mounting a swift takeover operation. So here's an intro page from me before anyone realises what's going on. Oh, the power.

This month we're running a fat-free, super-fit eight pages; easily enough to tell you all about the delights of handheld retrogaming, with the excellent 720°, Defender and Joust the pick of our definitive buying guide. Vacuum packed into the rest of the issue, you'll find a fresh set of tips for those still stuck on Zelda, a round-up of goodies you might like to pester your local importer for and another installment of the terrifying Game Boy Gallery.

Things are moving at pace on the Game Boy development front in Japan too, with the N64 controller port link-up we reported on in Issue 2 now officially announced, and Mario Golf revealed as the second GB Pak-compatible title. Not forgetting the imminent release of Pocket Monsters Gold/Silver, which will – along with Pokémon's European debut in October – ensure 1999 is GB's biggest year so far. Enjoy it.

Martin Kitts, Editor



planet GAME BOY

Planet Game Boy, 30 Monmouth Street, Bath, BA1 2BW.

Issue 4, June 1999
Editor: Martin Kitts
Art Editor: Wil Overton
Operations Editor: Andrea Ball
Designer: Paul Edwards

Five Star Scoring

A simply fantastic game, and an essential purchase.



Well worth a look, this is an excellent title.



Some problems, but a small certainly good fun.



Flawed, probably not worth bothering with.



Utterly terrible. Avoid like the plague.



JOUST / DEFENDER

From: Midway Price: £25 Save: No Link-up: Yes Colour: Yes Out: June

Believe it or not, it has been almost 19 years since *Defender* ruled the arcades. Four years after *Pong* and two years after *Space Invaders*, *Defender* revolutionised arcade gameplay.



Now it's available for the Game Boy, bundled with the excellent *Joust* (one of Wil's favourite arcade games), and, remarkably, it can still hold its own against today's shoot-'em-ups. *Defender* is a frantic blaster with a good measure of tactics thrown in. Dumb humans wander around at the bottom of the screen, and green landers hover over them,

waiting to pick them off. If a lander carries a human all the way to the top of the screen it turns into a deadly mutant, so you have to keep a close eye on the radar to see where humans are under threat. If all the humans die,

you're in serious trouble. It's more or less the same as the arcade version, just with better controls.

Plus there's *Joust*, another damn fine oldie, which, depending on your personal preference, will be either a great bonus or your principal reason for buying this cart in the first place. You play a little man who sits on a giant chicken, jousting with other chicken riders and collecting the eggs that fly out of them when they get hit. It's different,

Don't look too much, but it offers a great game.



you've got to give it that. A word of warning though – consider a GB Pocket as the bare minimum required to run both games, as the tiny graphics need a very sharp screen.



720°

From: Midway Price: £25 Save: No Link-up: No Colour: Yes Out: Now

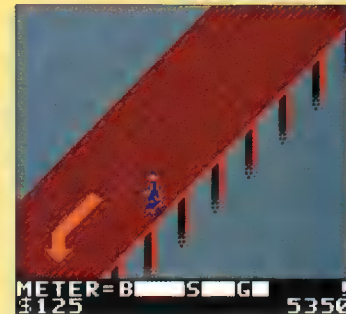
Gamers of a certain age will remember stepping into the smoky depths of their local arcade and squeezing through the crowd of mullet-wearing youths gathered, slack-jawed, around the wondrous 720° machine, just for a glimpse of what was then a real next-gen game.

The state of the art has moved on since then, but good gameplay is immortal, and the Game Boy Color is fast establishing itself as the natural home of top 80s arcade conversions.

The object of 720° is to win medals in the various skate parks dotted around the town. You have to perform stunts to earn entry tickets

for the parks, and you only have a limited amount of time in which to rack up the required score before a swarm of bees comes along and stings you to death.

Controlling the skater with the D-pad takes some getting used to, but after a bit of practice you'll be able to zip around the hazardous city streets and visit a park every minute or so without having to worry too much about the flying cloud o'doom. The



stunts aren't exactly spectacular, since the graphics are so small, but it's easy enough to tell if you're going to get a good score when you land or fall flat on your backside. It's a great piece of entertainment in 20-minute slices. Now all we want is an N64 conversion please, if you don't mind.



Quest for Camelot

From: Titus Price: £20 Save: On-cart Link-up: No Colour: Yes Out: Now

First of all, don't start making the mistake of thinking that this is a *Zelda* clone. It looks a bit like *Zelda*, it even has similar controls,

characters to talk to and tasks to complete, but *Quest for Camelot* is more of an arcade exploration than an action RPG.

It's based on a Warner Bros cartoon that nobody in the office even knew was out, starring a girl called Kayley who wants to become a knight and do all the honourable knightly things that only boys have been allowed to do in the past. Like saving the realm from the evil Sir Ruber, for instance.

The game is a real mixed bag as far as quality is concerned. You have a limited amount of freedom to explore the eight multi-level worlds, which generally consist of mazes with guards wandering around in preset patterns. Artificial intelligence isn't an area in which *Quest for Camelot* excels, and the guards won't attack unless you blunder into them.



Because of the game's simplicity, *Quest for Camelot* would make a good buy for the younger player, or people who found *Zelda* too tricky. Expert gamers should give it a wide berth, as it's way too basic to hold the attention of anyone who knows how to play the *Ballad of the Wind Fish*. It's more than competent though, and if you're looking for a birthday presie for a young fan of the cartoon, you could do a lot worse.



Hollywood Pinball

From: Take 2 Price: £20 Save: No Link-up: No Colour: Yes Out: Now

Pinball games can be great on the Game Boy, as the magnificent *Kirby's Pinball Land* has proved. Give it cute graphics and a few slightly unusual features, and you've got something completely different to anything found in the arcades. Pinball games can never replicate the satisfying thwack of steel on flipper that you get with the real thing, so taking the *Kirby* approach makes a lot of sense.

Hollywood Pinball seems to think it can succeed where others have failed, and consequently its seven tables are all designed to look and play like the proper arcade ones. They're based on movies, with the names and theme tunes changed just enough to avoid any nasty repercussions from Spielberg's lawyers.

Sadly, you'd do well to tell any real difference between them, as they

all follow the same basic design premise – bumpers at the top, flippers at the bottom, and a big empty space in the middle. They're more like the tables Tommy played so meanly, rather than the multi-level extravaganzas down your local arcade nowadays. When the ball gets in amongst the bumpers, it can rattle around up there for ages without you having to do anything.

So the final analysis has to be that



it's a bit boring really and there are nowhere near enough bonuses or hidden features to keep you playing through all seven tables. The ball movement isn't too bad though.



ADD-ON HEAVEN

Akihabara and beyond.

One of the great things about the Game Boy is that it's universally compatible. So unlike almost every other console ever made, there's no territory lock-out chip, meaning you can play any piece of software on any Game Boy. It's an importer's dream machine.

As you might imagine, stores in Japan carry a slightly more diverse range of GB-related goodies than

we're used to seeing on the shelves over here – cartridges, add-ons, spin-offs, and more. Us Brits have come up with our fair share of intriguing oddities, from the Game Boy Bible (with wordsearch) to the keyboard-equipped organiser cart but, as usual, the Japanese get all the best stuff, and always first. Here is a selection of some of our favourites.

Pokémon

To celebrate the third anniversary of the Pokémon at the Pokémon Center Tokyo, Nintendo produced a limited series of excellent special edition Game Boys. The

machines, a GB Color and a GB Pocket Light (a luminous variety never sold in the UK) come in suitably Pikachu-intensive liveries, and make instant collector's items should you be lucky enough to get hold of one on import.



We like the orange and blue Color model best, but for some reason it's the yellow Game Boy Light which is the most highly prized. Have a look at GB Euro-Asia's website (gameboy.s-one.net.sg) for more details.

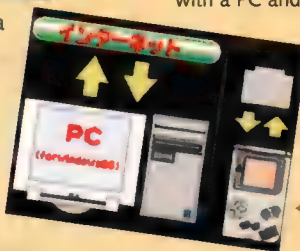


▶ The highly sought-after yellow Game Boy Light, only available as an import... if you can find it.



Pocket Sonar

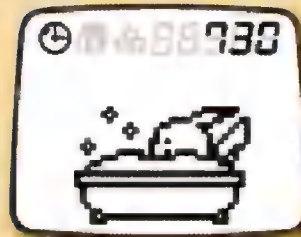
Believe it or not, the Game Boy can be a fisherman's best friend. Japanese anglers can buy the Pocket Sonar, a bizarre device which plugs into the GB's cartridge slot and turns it into a portable underwater echo location system. You just row your boat out into the middle of a lake, dangle the sensor in the water, and the on-screen display shows you where all the fish are hiding. It's just like the awesome movie Loch Ness, starring Ted Danson.



▶ Download files through your PC with GB Kiss.

Pocket Pikachu

Pocket Pikachu is absolutely brilliant. It lets you do all the things you wished you could do with Pikachu on the GB, showing the yellow blighter's progress from weedy baby to mighty monster. The built in motion sensor builds up 'watts' which can be given to the electricity-loving mouse to make it adore you. Pikachu even goes to school, learns to ride a bike, eats ice cream, and (gulp) eventually snuffs it. If Nintendo don't release this over here soon, we won't be held responsible for the ensuing mental rampage. Fingers crossed for this October then.



Super Game Boy 2

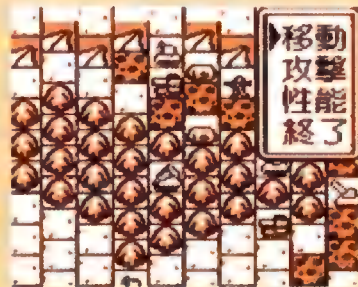
The original Super GB allowed you to play your GB games through a SNES, and was available in this country. The sequel, with its cool clear blue casing and additional link port is only available in Japan, where it was released to cash in on the Pocket Monsters phenomenon, allowing Pokémon trainers to trade monsters and battle on the big screen. It also makes an excellent combination with the GB Camera and Printer. Only available in NTSC format.

▶ Super Game Boy 2. Only in Japan dammit.



GB Kiss

If you're a monochrome Game Boy owner envious of the GB Color's infra-red communication port (which we've yet to find a use for), Hudson manufactures the GB Kiss, a moderately successful infra-red adaptor for older models. It's incompatible with the GB Color, but the library of 29 titles already available for it makes it a more widely used infra-red standard. You can even link it up with a PC and download Internet files, like the N64's DexDrive.



▶ One of 29 different GB Kiss games available only in Japan. Check out the...

SECRETS REVEALED!

ZELDA

WARNING – reading any further can seriously damage your enjoyment of *Link's Awakening*. But in case you're really stuck, here's the trading sequence in full.

4 BANANAS

Trade the dog food with Sale at his House o' Bananas on the beach.

5 STICK

Give the bananas to the monkey outside Kanalet Castle. You'll get the stick when the chimp swarm leaves.

6 HONEYCOMB

Give the stick to Tarin. You'll find him by the bees' nest in Ukuku Prairie.

7 PINEAPPLE

Find the Chef in Animal Village and swap the honeycomb for a pineapple.

8 HIBISCUS

Give the pineapple to the quads' dad on Tal Heights.

Tal Heights.

9 LETTER

Take the hibiscus to the lady goat in animal village and she'll give you a letter.

10 BROOM

Deliver the letter to Mr. Write to receive the broom.

11 FISHING HOOK

Give the broom to

Grandma Ulrira at Animal Village. She's got a fishing hook for you.

12 NECKLACE

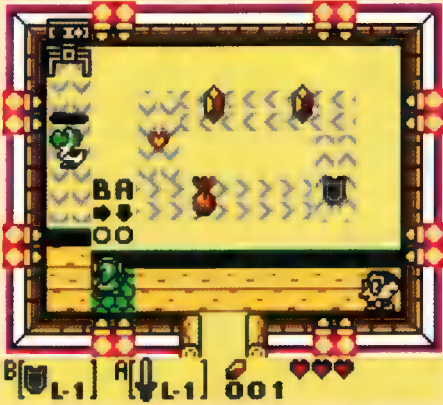
Dive under the bridge in Martha's Bay and give the hook to the fisherman in the boat.

13 SCALE

Give the necklace to the mermaid in Martha's bay, and collect a scale from her tail.

14 MAGNIFYING GLASS

Put the scale on the mermaid statue overlooking the bay. The essential magnifying glass is down the stairs.



1 YOSHI DOLL

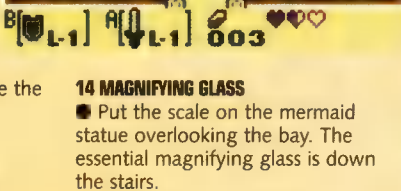
Win it in the Trendy Game in Mabe Village.

2 BOW

Give the doll to the mother in the house at the top of Mabe Village.

3 DOG FOOD

Give the bow to the girl Bow Wow in Madame Meowmeow's kennel.



HIGH SCORES

You've certainly impressed us with your efforts this month, with the first million plus scores on *Tetris*. There's a prize waiting for the first person to beat that mark on level 0. How about a few *Ultra* scores though? We're pushing the 16,000 mark in the office, so you lot are lagging way behind. As for the rest, we've introduced a couple more G&W tables, and put the *Pokémon* league into cold storage until the game's UK release in October. Keep those *Tetris* and *G&W* scores coming, and don't forget to have a crack at the games on the GB Camera – particularly Run Run Run

TETRIS DX

40 Lines (level 0)

2:20 Anthony Reynolds, London
2:23 Simon Parsons, Bicester
2:29 Alex Deas, Hawick

Ultra (level 0)

12,799 Simon Parsons, Bicester
12,125 Ollie Minns, Horsington
11,489 Richard Fenwick, London

Marathon (level 0)

399,465 Ollie Minns, Horsington
305,570 Alex Deas, Hawick
271,155 James Devlin, Oxford

Marathon (level 9)

1,593,901 Barry Brewer, Dyrhchurch
1,106,123 Andrew Marnal, via email
461,963 Simon Parsons, Bicester

GAME & WATCH GALLERY

Donkey Kong

564 Mike Taylor, Somerset
401 Barney Dean, Bournemouth

Parachute

689 Barney Dean, Bournemouth
433 Alison Marpath, Consett

Chef

1021 Allister Price, Maidstone
698 Mike Taylor, Somerset

Helmet

1008 Mike Taylor, Somerset
352 Anthony Reynolds, London

Vermin

667 Anthony Reynolds, London

Scores wanted

Send your high scores to Planet Game Boy (high scores), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW. If you're online, email us at n64@futurenet.co.uk.

HARVEST MOON

EASY MONEY

If you're strapped for cash during the long winter months, sell the two mushrooms from the Harvest Sprites' cave to earn \$200 per day. Don't make a habit of it though, because

feeding the Sprites is the only way to earn certain bonus tools.

HOUSE PLANT

The plant in your house grows when you eat power berries.

Some berries can be found hidden around your ranch, and others can be earned by feeding the Harvest Sprite in the first cave for as many consecutive days as you can stand.



GUIDE

Game Boy Gallery

WINNER!

Well what's so unusual about this one from Jonathan Francey of Gilford, Armagh? It's just a pretty young lady, right? Wrong. It's his brother.



Mark Kent from Pinner. Too much eyeliner.

Two mutants for the price of one, thanks to Michael Elderfield from Canterbury.



Ewww, nasty. This is poor Ashley Jegg's mother. You can't choose your parents.



Nice. That's the notorious Luis Perez, wanted in seven European countries.



Mmmm, many vile freaks you have, yes.



Another month, another sickening bunch of mutants to satisfy your voyeuristic instincts. Don't stare them in the face though; rather hold the page at a distance and have a sideways glance. This might scar your subconsciousness less. If you're lucky.

This month's gender-bending winner came courtesy of Jonathan Francey of Gilford, but it wasn't easy choosing a stand-out picture from among the reams of stickers we've received. You're certainly an imaginative lot, aren't you?

Actually, we've got our own Game Boy Camera artist in the office – round these parts, Jes is the undisputed master of creating horrific monstrosities from his lovely face. In fact, Andrea and Wil have both been forced to take compassionate leave after being traumatised by a

couple of abominations that were simply too foul to print in these pages. Have a look at these milder efforts, and see if you can come up with something as weird.

Send us your freaks

Send us your freaks, your huddled mutants. Or send us a picture of something you think we ought to know about. If there's a shocking secret you're just dying to share with 80,000 readers (like Jonathan's cross-dressing brother, for instance) then capture the essence of it inside your Game Boy Camera. Print it out, steal its soul, and send it to:

Game Boy Gallery, Planet Game Boy, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

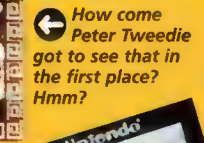
A spanking new game awaits the sender of the bestest.



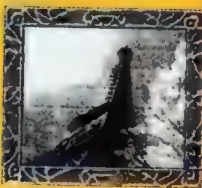
EVERY MONTH – ONLY WITHIN THE PAGES OF N64



Samuel Krauze's teacher, Mrs Lim, swearing at the class.



How come Peter Tweedie got to see that in the first place? Hmm?



That's much better. Pedro Areole from Portugal sent us his holiday snap.



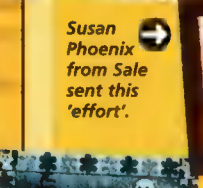
Lordy, lordy, it's a freak of the highest order. Thomas Walsh from Salford is responsible.



Ahh, how sweet. Stephanie Keatley from Holland, with a surprise for her friend.



The first foot picture ever seen in this magazine. Buniontastic stuff from Scott Else.



Susan Phoenix from Sale sent this 'effort'.



Great stuff. Daniel McFarlane is after Jes's title as King o'the Muties.



Censored nostril action from Sweden's Adel Tas. Nice ganger getting.



Andrea Scrafton sent us this picture of her boyfriend Simon. Consider yourself dumped.



William Davies also sent a fantastic comic made with his GB Printer.



Quite why Gigi Tsui from Inverness thought we'd be impressed by this thing is anyone's guess. It takes all sorts.





Castlevania™

Spine-chillin' Blood-curdlin' Bone-shakin'
The N64 gets grillesome.



SPECIAL INVESTIGATION



PREMIER MANAGER



△ A spicy clash between the Bristol boys and the tangerine shirts of Blackpool. Except, er, Blackpool are playing in yellow.

▽ Pre-Season Friendlies. Useful, but players can get injured.

▽ Each player is given a rating, so it's easy to decide whether you should keep them or not.

Date	Pre Game Squad	Player One
SAT AUG 298	<ul style="list-style-type: none"> 1 K Pressman 2 P Atterton 3 A Hignall 4 B Carbone 5 P Walker 6 C Whittingham 7 N Alexander 8 W Junk 9 A Booth 10 R Humphreys 11 P Rudi 	GETT.C.D.M.C.



Date	Pre-Season Friendly	Player One
SAT AUG 298	Sheffield Wed. vs Hibernian Friendly # 1 Attendance: 37,918 From: Hillsborough	GETT.C.D.M.C.

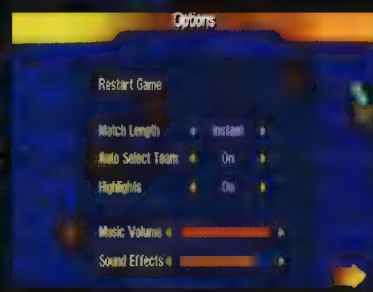
△ European opposition always provide a useful benchmark.



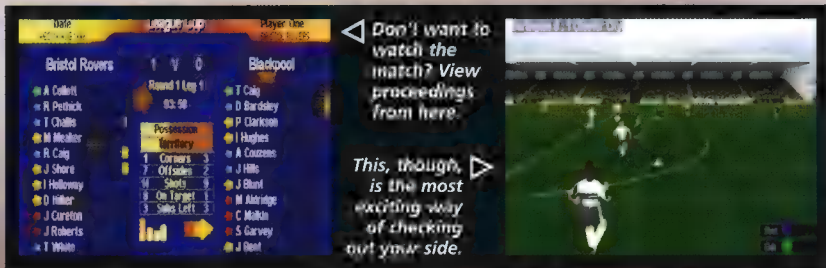
Date	Penalty Points	Player One
THU 27 AUG 1998	5 - R Coig 6 - J Shore	GETT.C.D.M.C.

△ See those yellow cards start to tot up in this screen.

▽ You can switch the match highlights off if results aren't going for you.



△ There are a variety of camera angles during every match, providing a pleasing amount of ways to view your successes and failures.



It's here! Finally, after months of waiting, the N64 has its very own football management game. And, would you believe it, we've got the first ever playtest. Read on...

64

Premier Manager 64
GREMLIN

	July		1-4
release Autumn			

N64's Special Investigations can take us all over the world. This time a passport wasn't required as we headed north to Gremlin's Sheffield-based studios.



SKY HIGH

As well as blazes and the *Actia Soccer 3* engine, *PM64* provides sky TV-style replays. Your goals are replayed numerous times using red and white 'direction' lines, showing you how much curl, pace and distance you put on your shot. It's a little thing but it's brilliant when you've managed to bend one round the keeper from the edge of the area.



Back in the heady days of the Amiga, *Premier Manager*, and particularly the brilliant *Premier Manager 2*, changed the way management games were played. Boring stats? Ha! Real teams, real tactics and a touchline rollercoaster ride of a season more like.

Noooo problem. Contracts? Easy. Training? Just get them to run around a bit. But, *Premier Manager 64* is the real way to test your mettle; is buying and selling really that easy? Do players really except the first contract you throw at them? Is training simply a case of legging it around a rain-sodden field

VERDICT

PM64 is stupefyingly moreish, and there's a reason: everybody thinks they could be a manager.

The idea of taking on a lowly basement team – in those days a Vauxhall Conference outfit, but, with more recent versions, Third and Second division sides – and shopping around for that undiscovered gem in the transfer market, or mucking in with everything from advertising to player bonuses and training, sounds about as interesting as trying on shoes, but, oooooooh, no, no. *Premier Manager* was, is, stupefyingly moreish.

And there's a reason: everybody thinks they could be a manager. Buying and selling?

in the middle of Bradford?

Of course not. And, come July, you'll get the chance to find out just how hard management can be. Because *Premier Manager*, as well as being exceptionally good, is also very, very hard. (We should know. Six months into the season and we're at the bottom of the Second Division, our star striker's out of form, the fans are avoiding us, the sponsors are in no way interested, and the Chairman has given us that dreaded vote of confidence. Gulp...)



adidas

Talk a good game

N64 chats to Premier Manager 64's development gaffer, Tina Schofield-Nicholson...



What attracted you to an N64 Premier Manager?

Being the first to break a footy management game on the N64 and accepting the challenges that go with it. It was a hugely challenging project, actually, because really, it's two projects in one: there's the management side of the game with all the data management and game AI, then there's the highlight engine, which involved the 3D power of the N64.

So, can we expect some unique N64-only features?

Of course. There's faster play, for starters,

as the loading times that the other platforms suffered from have been removed. The processor itself is also faster than the PlayStation's, so it can run the AI faster, allowing results to be calculated



much more quickly, while the interface has been re-designed making it much more intuitive. For example, as well as being easier to read and understand large tables of information, we've also given all the

buttons a tool tip. The biggest change, though, is of course the fact that we're now using the Actua Soccer 3 game highlights engine, which is exclusive to the N64 version.

That's great news. So, why the change?

We wanted to produce the best game we could, and we had enough time to convert the AS3 engine to the N64. I think, a decision not to change it would have been strange. Everything was there, we had the resources and time to do it so why not use the best looking game highlights we could?

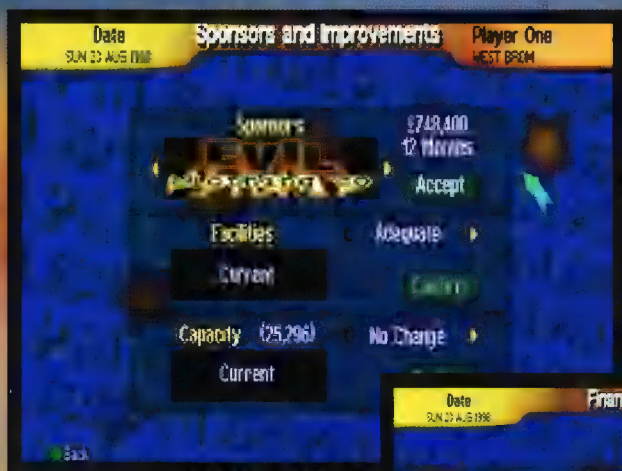
Quite right. So, does that mean we can expect AS3 on the N64 soon?

Well, you'll have to wait and see, but readers should keep checking **N64 Magazine** for any exclusive announcements!

Barry Davies' commentary on previous

TICKET TO PRIDE

You can take as much of an interest in the financial side of your chosen club as you like. Or, you can leave it for the Chairman to sort out. But, one thing's for sure, it's there if you need it...



What you will have to do, is choose your hoardings and team sponsors. This generates plenty of cash for the club and, eventually, means money for new players.

And this is where it all comes together. Players' wages, sponsors, ground improvements, gate receipts. Oh, and ticket prices, which you've got to get just right.



MONEY IN THE BANK

Could there really be anything more satisfying than securing a £15 million deal with Zinedine Zidane? Yep. Getting Ken Charlery on a free from Barnet, of course...



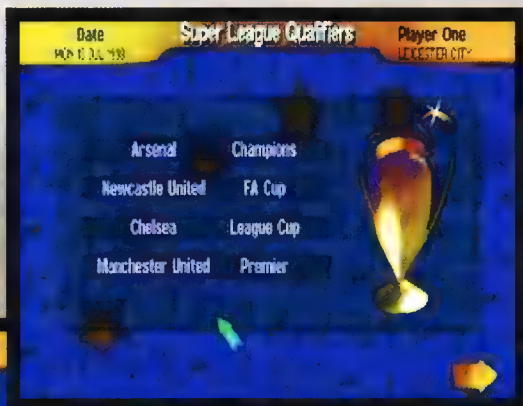
This, then, is where it moves and shakes; the transfer market. You'll find it's surprisingly exciting scrounging the bargain basement for cut-price deals. And, anyway, in the Second and Third division, you simply can't afford big name players.

Before diving into the transfer market, however, it's worth keeping half an eye on the Top Teams list. Here it gives you a kind of star team, picking out the eleven best performers of the week. If a player consistently crops up, you can try to buy him.



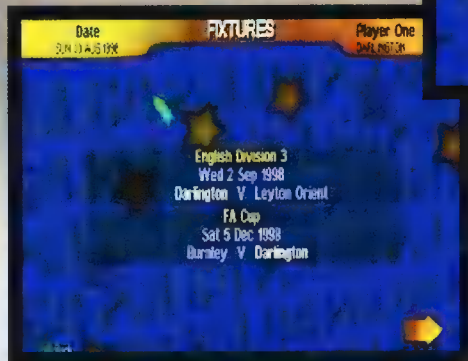
And if you're looking for a top notch striker, there's no better place to head to than the Top Scorers list. But, because PM64 is so realistic, it's not as easy as you might think to just go out and buy; you've got to tempt players with the right package.

versions has been fantastic. How have you gone about the business of commentary in this cart-based version? The other versions had a unique piece of commentary for every single highlight, but this obviously was never going to fit into a 128Mb cart. So, we came up with a clever technique of analysing the commentary, taking key words and phrases from it, then reconstructing coherent and exciting commentary from these. After going through this whole process it's pretty hard



were able to run the game in a custom 512x240. It's a more easily readable resolution and once we'd been able to do that, there wasn't really a need for the expansion pak.

How realistic do you reckon the game is?
Well, when we tested it (which, as you can imagine, we did for many, many hours), the first season came out pretty similarly to how this one's unfolding so I guess we're pretty close.



to guess exactly how much is in there, but there's a fair bit. The *Actua* series has consistently provided ground breaking commentary and *PM64* continues this tradition.

Kevin Keegan had some input into *PM64* too, didn't he?
Well, he's been more involved in the series as a whole rather than just the *PM64* version. He did a load of tactical checks on the formations we had set up and offered his opinion on some of the players stats that were in there. He's a big *Premier Manager* fan, actually. He was even talking about using it in the future to help scout for players across Europe!

Have you used the expansion pak in any way?
No. Through clever and careful usage of the available memory, we



CREAM TEAM

After all the wheeler-dealing and financial gubbins, what *really* matters is getting it right on the day. Which means training, team tactics and a smidgen of scouting...



◀ Pre-season, your players are going to be a bit pudgy after a summer off swanning around in Tenerife. So, you need to get them back onto a strict training regime.



◀ While they're getting fit again you can then attend to your squad. Who do you want to keep? Who do you want to sell off? Who's top of your wanted list? Oooh, questions.



▶ Once you've started to mould your squad a little, it's time to start choosing a formation, and a way of playing. *PM64* is incredibly diverse, and offers tonnes of options.



▶ A spot of scouting comes just prior to the big game. You'll need to know how the opposition's going to play, formations, tactics, and who their danger men are.

THE BIG MATCH

Undoubtedly, one of the best bits of *Premier Manager* on the PlayStation and PC was the fact that you could watch highlights of the match – using the *Actua Soccer 2* engine – to the sounds of Barry Davies. Well, *PM64* takes this a step further: the updated, super-quick *Actua Soccer 3* engine is used as the basis for highlights, and the expansion pak allows the action to be viewed in beautiful hi-res. The only concession? Bazza's superb commentary has had to be chopped down a bit to cope with the switch from CD to cart. Fortunately, the highlights option still provides a fantastic way of viewing the match action.



▶ You can check your own league and all the others.



▶ Bazza Davies takes a step down to the Third Division.



▶ The League and FA Cups provide the chance to make some big money.



This month sees the return to Los Angeles of E3, the world's biggest, loudest, brightest, brashest videogames show. And with it comes a host of blockbusting N64 games...

LA St

N64 SPECIAL INVESTIGATION

After the super-secrecy that seems to come with almost every big game produced for the N64, E3 is a strange (but nice) contrast. Developers prefer nothing more than showing off their wares and letting the whole world and his dog have a good old gander at them.

So, a conference hall the size of four football pitches in a frighteningly huge city, bombarded by music, dazzled by lights and shouted at by even louder Americans is definitely the place to be. No, really. You see, at E3 this year there are over 200 N64 games to play, and – for the first time ever – that includes the one that begins with P (and maybe, just maybe, the one with the ape in it). Oh, and did we mention *Resident Evil*, *Grand Theft Auto*, *Turok* and *Star Wars*? No. Ah, well, it's obviously time to give you a tour...

PERFECT DARK

It's probably not stretching the truth too much to say that *Perfect Dark* – the one that begins with P, obviously – is the N64's biggest game ever. Even when *Zelda* was kicking around in development, our Most Wanted charts in Information Station (see page 24) were frequently topped by *GoldenEye*'s semi-sequel. Deserved? Well, next month we get to find out for sure.

deliver the goods? Given Rare's astonishing track record, it's got to be minimal. And the likelihood of the game living up to the staggering expectation heaped on it? Well, only time will tell but, we rather suspect, those Twycross boys aren't about to let us down.

Seven months ago – when we last watched it slink through its space-age motions – *Perfect Dark* was still very similar to *GoldenEye*. Enemies snuffed it Bond-style, weapons appeared to produce remarkably comparable results and many of the tactics required to beat *GoldenEye* had been carried over, including the old sneak-up-and-plug-in-the-back-of-the-head killing (actually, we



▲ Rapid-fire pistol. Kills all known germs DEAD. Oh, and little brown aliens too.

E3 '99 will be the first time that the game has been seen anywhere outside of Rare. Okay, early playable versions were available for Important Men in Suits to see at last year's show in Atlanta, but this year, everyone gets to form an opinion. The likelihood of *Perfect Dark* failing to



rather liked the fact that that was still in place). But, the first original touches were easy enough to spot: the aiming system, for example, incorporated a four-way,

ONLY

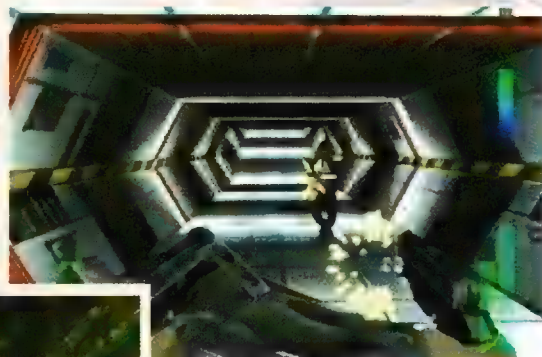
PLAYABLE!

centrally conversing 'box'; the inventory had been expanded to include new items such as the Scanner, a piece of equipment that risk-assesses enemies from a distance; you could pick up objects – like the alien trolley – and use them as a shield against enemy fire; pro-logic sound meant that, with the relevant equipment in place, you could listen to bullets fizz past your ears; and, of course, you now had little Roswell aliens to contend with.

Between then and now, though, Rare have had time to hone the game, and with only four levels confirmed for N64 so far – Labs, Deep Sea, Marine and San Francisco – we can

expect up to 20 more stages to be announced (scattered across history too, as the story concerns DataDyne's dark dealings in time travel). Additionally, there'll be more to see of the hoverbike sections which, even at an early stage, looked like a repeat of *GoldenEye's* boring tank bits.

Oh, and will they be taking into consideration any of the brilliant ideas



▷ Get away from my trolley! Escort this little guy to the labs.

▽ Miserable old Jo Dark. She'll look happier when her game sells five million copies.



N64 readers came up with for Perrfick Day? Well, we'll have to wait and see. But, certainly, we were quite looking forward to being able to place mines onto enemies and blow them to pieces.

We'll have the first playtest next month. Don't miss out...

BEHIND CLOSED DOORS

TUROK 3

Early word from Iguana suggests there'll actually be two *Turok* games this year, one the expected threequel and the other, intriguingly, a solely multiplayer game. Whether this actually comes about, or whether Iguana will fuse the two, remains to be seen but, regardless, a third *Turok* game will provide ample competition for *Perfect Dark* this Christmas.

It, indeed, it actually makes it out by then. Either way, the multiplayer part is an interesting proposition, especially since the deathmatch in *Turok 2*, whilst fun, wasn't as perfect as we all wanted (and, certainly, didn't come close to displacing *GoldenEye's* fabulous four-player gunplay). So, if the game is to take that direction, it'll need some work. Most likely, though, is a compromise: perhaps something akin to a PC add-on pack, with extra one-player levels and a bigger, more refined fragfest. Unfortunately, nothing of the new *Turok* game will be shown outside of Acclaim's meeting rooms at E3. But, be sure, we've already secured our passes, and you'll be the first to know in 30 days time. Mmm.



SHADOWMAN

This just gets better and better every time we see it – and this issue we start our exclusive *Shadowman* developers diary, so we'll all be able to get an even better idea of how it's coming along, month to month, before its timely British release on September 1st.

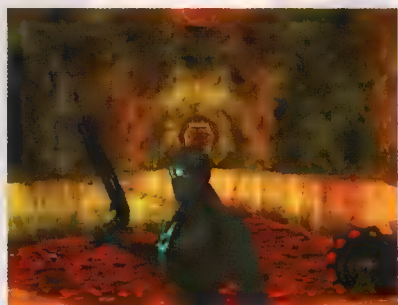
It's not difficult to explain why *Shadowman* is going to be so good: it's heavily story-driven, like *Zelda*, but with a darkly gruesome plot; it's visually stunning with next to no fogging at all and pin-sharp hi-res graphics; it's huge at around 70-80 hours worth of playing time; it's jump-out-of-your-seat scary; and it's filled with serial killers, snakes in top hats, witch doctors, voodoo priestesses, skin-wrinkling zombies and a boss called Legion.

Just flick to page 22 to see for yourself. The wait starts here...

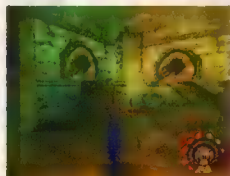
PLAYABLE!



△ Inside the Gad Temple. Seek out the magic-giving voodoo cards.



△ Pump action shotgun. That'll do the business.



BEHIND CLOSED DOORS

RESIDENT EVIL

Resident Evil 2, surely? Ah, no. See, this month has seen an interesting development on the old RE front. Capcom have confirmed that their first proper N64 game (let's forget (yawn) *Magical Tetris Challenge* for a mo) will actually be a prequel to the *Resident Evil* twosome that appeared on the PlayStation. Meaning what then? Mmm, well, there's a thing.

There are two schools of thought either: RE64 – we'll call it that to avoid confusion – will use the *Resident Evil 2* engine but with a fresh coat of paint and a couple of new features, including a 'randomiser', which will extend replay value by randomly placing important items, or it'll actually use the RE2 engine as a basis, but build a new 3D world around it, and set the game at a time before the two RE games, as mentioned above.

This second course of action was actually confirmed to Japanese games mag *The 64 Dream* by *Resident Evil* scriptwriter Yoshinori Okamoto a couple of weeks back. He also said that the game – whatever it's eventually called – would be N64-specific. True? Well, the record will be set straight, either way, at next month's show, but wouldn't it be brilliant to have our own version of *Resident Evil*? Oooh, yes. We'll have news next month in N64/30.



PLAYABLE!

DONKEY KONG 64

It couldn't... could it? Oh yes it could! No sooner had Rare fobbed us off with a "No comment" than Nintendo America confirmed to N64 that DK's first 3D adventure would be playable. Fantastic! We'll give you the full lowdown this time next month. Ooooh, it's going to be top.



NEW!

PLAYABLE!

TWELVE TALES: CONKER 64

More Rare 3D adventuring, with our old friend Mr Eyeballs. It looked tasty at last year's E3, so it should be even better given a full year's development time. The most interesting part should be finding out how the four-player 'deathmatch' is going to work.



PLAYABLE!

STAR WARS EPISODE 1: RACER

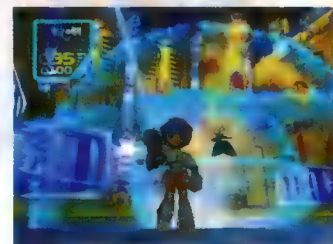
Lightning quick racing – in pods! LucasArts' first *Episode 1* game is looking deliciously fast and pretty. See the Special Investigation on page 44. And next month we'll be playtesting this 'un to death. Mint.



PLAYABLE!

JET FORCE GEMINI

Another Rare game that's seemingly been going for years, *JFG* will be ready and waiting at E3 and, according to sources, is actually pretty violent – though in a cuddly way. (Rare hinted that, when you shoot an enemy, goo flies off all over the shop.) Should be good.



GRAND THEFT AUTO 64



It's on! Finally, after months of applying careful pressure, DMA Design have been given the go ahead to create an N64 version of their super-violent car caper, *GTA*.

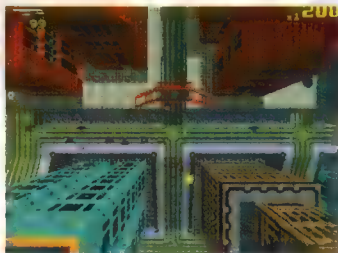
It's certainly taken long enough. In fact, two years ago, when N64 first started, we actually saw an early version of N64 *GTA*, using the *Silicon Valley* engine, up and running at DMA. The problem then wasn't bringing it across to the N64 but rather getting Nintendo to give the go ahead to the game's reams of swearing, mowing down of innocent pedestrians and dodgy back alley 'dealings'. Now, though, with *Resident Evil* on board, as well as the similarly bloodthirsty *Turok* games, and the not-exactly-kiddyish *Perfect Dark*, the Big N could hardly say no.

And so a 50% complete version is to debut at E3, showing that 1999 isn't simply going to be a year of great N64 games, it's going to be a year full of great, adult N64 games.



△ *GTA 64?* Don't mind if we do. Now all we've got to do is wait. A bit.

▽ Zoom all the way out, and then all the way in again. Versatility!



DREAM ON...

Team 64 close their eyes, cross their fingers and hope...

METROID 64

It's one, alright. The question is, when do we get our hands on it? With Nintendo Japan's lack of games, could we see the grand unveiling of *Metroid 64*. We wouldn't bet on it, but you never know.



EARTHBOUND 64

Just... one... screenshot... has been seen since *Earthbound* - or *Mother 3* as it's known in Japan - disappeared from sight along with the 64DD. Could this be the perfect time to debut it?



MISSION: IMPOSSIBLE 2

Unlikely for the moment, but since the engine's already in place - in the shape of stunning PC adventure, *Oldcast* - the hard work's already been done. Maybe behind closed doors...



PLAYABLE!

ETERNAL DARKNESS

What's this? Nintendo's surprise game, that's what. *Eternal Darkness* is being done by developer Silicon Knights and is, apparently "a cross between *Zelda* and *Resident Evil*", with fixed camera angles, character interaction and shocks aplenty. We'll have much, much more next month.



PLAYABLE!

RIQA

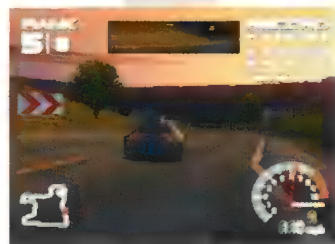
Another Nintendo surprise! Rumoured to be using the *Zelda* engine, this sci-fi adventure has been likened to *Metroid* in feel. Little known developer Bits Studios are at the helm, and early word has it that *Riqa* is looking incredible. We'll see either way next month as a playable version will debut at E3.



PLAYABLE!

RIDGE RACER 64

Mmm, yes. No sooner had we written off Namco's N64 future than they confirm a *Ridge Racer* game is in development. Quite what form it will take is anyone's guess, though apparently it won't be a straight conversion of one of the PlayStation *Ridge* games. Jeeps, it just gets better.



MINI RACERS

This super-secret racing game, being done by Intermetrics for Nintendo, was once linked with Rare. Could it, perhaps, be that much-sought-after Gran Turismo-beater? (Please.)



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MONEY BACK GUARANTEE!!

THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 ARENA

MAGAZINE



Goemon's second adventure takes a turn for the 2D in our massive PAL review!

MYSTICAL NINJA 2 STARRING GOEMON



56

N64 ARENA

MAGAZINE

HOW IT WORKS

Team 64 are gaming experts. They can play games and finish them, make definitive judgements and write it all down in a clear and entertaining way.

Guide to scoring



Because N64 carts are so expensive, we won't award our Star Game until we know you'll be getting your money's worth. Plus! Get £5 off any Star Game at Gameplay, using the voucher we provide with every Star Game review. Brilliant, eh?

85% and above	Only after playing a game right through to the end will N64 Magazine consider awarding it a Star Game badge.
84% - 70%	If we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.
69% - 50%	Every so often there comes along a game that's perfectly playable but just isn't special in any way, and simply doesn't make good use of the N64.
49% - 20%	Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.
19% - 0%	The disaster zone. There have been a couple and we've not shied away from telling you the whole truth about them.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics. Does the game reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off?

9 MASTERY

How well does the game make use of the incredible hardware?

9 LIFESPAN

You'll want weeks of play but does the game peter out prematurely?

VERDICT

How much fun is this game going to give you? Look to the left to see how this works.

LODE RUNNER 3D

A quirky puzzle-'em-up with a fancy retro feel gets its first PAL review. How about that?

GO TO PAGE **60**



BUDGET REVIEWS

Nintendo's first budget range unleashed!

F1 WORLD GRAND PRIX

The best F1 racing sim ever made for a console? Yup!

LYLAT WARS

Shigsy's brilliant animal-infested shoot-'em-up gets the budget treatment!

MARIO KART

The best multiplayer game in the history of the world ever -- for a mere 30 squids!

SNOWBOARD KIDS

It's Mario Kart on ice! And grass, and sand, and roads... get the 'skinny' here!

WAVE RACE 64

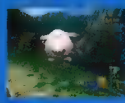
It's still one of the best games on the N64 -- find out why on page 63. Mint!

STARTS ON PAGE **61**

IMPORT ARENA

The games they're playing in America and Japan.

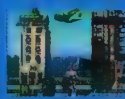
POKÉMON SNAP



Nintendo's new photo-'em-up gets a Japanese release!

GO TO PAGE **64**

RAMPAGE UNIVERSAL TOUR



Want a ropey old pile of tedious pants? Then look no further!

GO TO PAGE **68**

TRIPLE PLAY 2000



It's baseball! But not terribly good baseball...

GO TO PAGE **69**

Team 64

Goemon 2, eh? It's not a patch on the earlier wonderful Mystical Ninja starring Goemon, but it's still good fun in the right places. And it's always nice to see those kooky characters back in action, with their odd hairstyles, squiggly little faces and very 'individual' mannerisms. A lot like Wil, in fact, which possibly explains why he wound up in the Blue-Hearted Ninja himself. Abame...

Tim Weaver

Tim, spasming uncontrollably in a fit of nun-deafening profanity, was knocked to the ground by Wil's expanding barnet, covering him instantly in lard. "S!@!*&% \$!%!", he exclaimed.

Game of the month: Snowboard Kids

Justin Webb

Jud's neck was instantly broken when the transformation occurred, and, for some odd reason, his face froze in the expression of the Joker. Martin was seen administering experimental drugs just minutes before the accident.

Game of the month: Lylat Wars

Martin Kitts

It's not often Martin looks worried, and when Martin looks worried, it's time be very, very scared. Later that month, most of the cleaning staff mysteriously disappeared.

Game of the month: Wave Race

Wil Overton

Wil really did wash and go, this month. No sooner had he applied shampoo to his mane of lank hair than his head pulsed abnormally and exploded into a mound of blue. "Yaki!" he shouted for no reason at all. We smacked him hard in the face.

Game of the month: Pokémon

Jes Bickham

"Blimey!" said Mr Forehead as The Hair ran riot. "You could say Wil's feeling a bit blue!" He wasn't laughing as much when we tied a concrete block to his ankle and dumped him and his buffed up bald patch in the River Avon.

Game of the month: Goemon 2

Paul Edwards

"Bless my hair!" squealed Paul as Wil's blue spikiness probed his every crevice. "Wow, dude, that was heavy," he said, while consulting his Book of Surfing Phraseology. "I could have caught some major tubes in that sea of lard."

Game of the month: Triple Play

Andrea Ball

"I can't stand looking at this bunch of inept baboons at the best of times", said Andrea, tickling Jes' ear. "But this is disgusting. In fact, I think I'm going to mmphmmph blur." She had to cover her mouth to keep the sick in.

Game of the month: Mario Kart

Pete Travers

Pete has a mysterious habit of "going out for some fresh air" every hour. We're not sure what it means, but he looks younger and fresher every time he comes back in, and has even stopped using his walking stick.

Pete is 84 years old. Game of the month: Rampage

PREVIOUSLY IN N64 The lovely Mark Green gave the Japanese version of *Goemon 2* a good going-over in issue 26.



△ That's *Goemon Impact* in the background. Gone a bit mad, see. One of the in-town scenes. You can go into the houses and have a chat with their inhabitants.



Our blue-haired chum in all his glory. Long arms and short legs, a bit like Tim. Or Martin. But with better dress sense.



MYSTICAL STARRING

Konami go off the boil and squander their blue-haired lucky charm.

Goemon 2			
KONAMI			
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Oh dear, oh dear, oh dear. What on earth prompted Konami to take the backward step that is *Goemon 2*? Last year's *Mystical Ninja starring Goemon* (N64/14, 90%) had its faults, certainly – in the main, a schizophrenic camera that was barely controllable and terminally slow – but it was a huge, colourful, imaginative and decidedly bizarre 3D platform/action/adventure hybrid. A bit like *Super Mario 64* with RPG bits, although not, obviously, as good.

But we loved it. Wandering through beautifully recreated medieval cities, with Mount Fuji visible in the distance; exploring huge castles; fighting godzilla-

sized robots in your own metallic titan and generally saving Edo Japan from a deranged plan to turn it into a stage musical: it was all great fun. Especially the bits where you could turn Yae into a mermaid and swim into a submerged submarine.

But Konami, disregarding the obvious route – and, presumably, harder work – of doing a proper sequel by tightening up the camera and letting their imaginations fly free, have instead decided to create a mildly diverting, solidly competent 2D platformer. Of course, there's nothing wrong with 2D games – just look at *Yoshi's Story* and *Mischief Makers* – it's just that *Goemon 2* is, for the most part,

THE BARE BONES



Having progressed through the first level, Lost 'n Road, you'll eventually come to the first boss suspended above the ground on a rickety wooden bridge. Fortunately, he's pretty easy to beat, but is mighty impressive nonetheless.



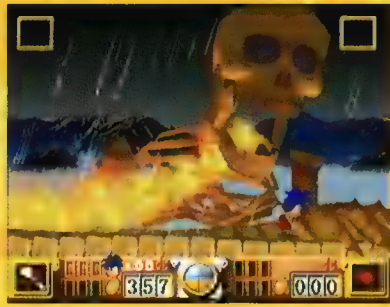
Your first meeting with the boss. A huge skeletal hand appears, crushing an unfortunate doll-type creature in a burst of flames.



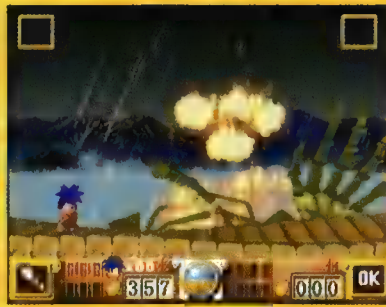
The huge bony beast then takes a deep breath and proceeds to spew flame from right to left. This can be avoided by hiding in a corner.



Once the beast has ceased with its flaming breath, it's time to strike back. Leap up and smite the vile thing with the business end of your weapon.



Once you've had the chance to bash the bag of bones once or twice, it'll attempt to roast you once more with fiery halitosis. Avoid the flames again.



Hit the skeleton again once its flames are exhausted. Repeat the whole process several times and you'll eventually destroy the bony beast.



NINJA 2 GOEMON

unremarkably middle-of-the-road. It's not a terrible game, by any means, but having tasted the richness of *Mystical Ninja*, it's a dispiriting experience to be faced with *Goemon 2*'s outmoded style and general lack of invention.

The biggest problem with the game is that it forces you to backtrack through most of the levels in order to tackle certain mini-quests. Succeed at these missions and you earn Entry Passes that allow you to progress through the game. It's not an ideal system, and quickly becomes tiresome, especially when you couple it with *Goemon 2*'s day-to-night system, which serves no purpose other than to impose a time limit – for example, collect

certain objects before 6pm – and b) install super-tough monsters after dark, seemingly for no reason other than that big, bad beasts apparently come out at night. Not good, really. Depending on how negative you are, it's either a genuine attempt to offer a bit more for your money, or a misguided attempt to cynically extend the lifespan over the fairly simple 2D game mechanics.

There's a distinct lack of drama in this sequel as well. Although *Goemon*'s three friends are all present and correct – chubby Ebisumaru, robotic Sasuke and the lovely, green-haired Yae – and it's possible, at certain points, to swap between all three of them to take advantage of their



different abilities, you won't feel compelled to do so in more than a cursory manner.



MINI QUEST

One of the mini-quests has you rummaging around in an old man's house – in Lost'n Town. The man tells you of something terrible down the well nearby and asks you to go and dispose of the said beast. Down the well, you'll find an Iguana Man, who only wants to be left alone. Respect his wishes and he'll give you an Entry Pass. Aaaah.



QUEST ACTION

Once you reach Lost'n Town, exploring the dwellings there will bring you into contact with a rather hyperactive DJ. He'll ask you to retrieve three items for him, necessitating a trip back to Lost'n Road to complete your first proper sub-quest.



Root around the buildings for a bit and you'll come across DJ Beatmania (a little in-joke there for Konami fans). He'll tell you of his plight...



...And you'll have to go back to Lost'n Road to find his three DJ treasures: the headphones, the mic and – yes – the record. All very strange.



The thing is, you've only got a certain amount of time to find them all, or else you fail the mission. You did memorise the level layout, didn't you? Well?



The first item you can get is the headphones, just up and along from the swinging pole things. Simply press up and right to successfully navigate them.



To get the microphone you'll need the boulder. Use it to squash the enemies and then roll it back and jump off it to reach the higher platform.



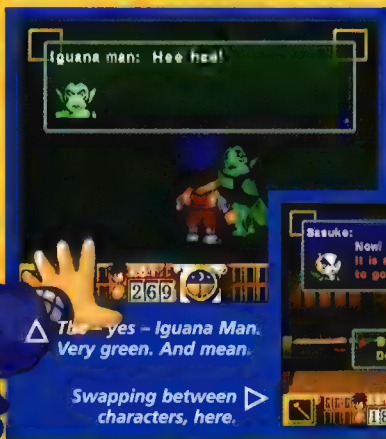
The last item, the record, is guarded by a mini-boss, carrying a huge bazooka. Fortunately, he's not too hard to beat – just keep whacking him.



Once you've demolished the strange looking guardian, he'll (she'll?) give up the ghost and relinquish the last DJ treasure. And then it's mission completed.



You'll be whisked back to DJ Beatmania's house, where you'll receive an Entry Pass, five of which are needed to gain entry to the city. Nice.



The – yes – Iguana Man. Very green. And mean. Swapping between characters, here.

For example, in *Mystical Ninja*, finding Sasuke took you on a substantial mini-quest, culminating in a marvellously surreal moment as you walked into a small hut, only to find that it contained a massive lake and a huge tree, the completion of which allowed you to resurrect your robotic chum. In *Goemon 2*, you walk into a town house to find Sasuke, who cheerfully joins your quest.

Booooooring. There's no sense of accomplishment, no sense of having earned the right to use Sasuke, no feeling of reward. It's a small point, but an important one, and one that underlines *Goemon 2*'s underachieving sense of scale and fun. The levels themselves are almost on rails. Apart from being able to move in and out of the screen a couple of times, to access a couple of new areas, there's nothing more to do than plough through to the end. Each level does give you the option to take two or three minutely different routes but, more often than not, they are simply there to make your life difficult; the sub-quests tend to put collectable items in these areas. Elsewhere, we're also saddled with the curse of the regenerating enemies – who patrol around in their preset routines, some maddeningly precise pixel-perfect jumping and fake 3D scenery (yup,

DISTURBING BEHAVIOUR

In order to get Goemon's trusty Chainpipe, you have to go through this rather disturbing sequence with what appears to be a young lady in Lost'n Town. It's very, very worrying indeed.



Here's the little lady. Notice the spoof Titanic poster on the wall.



Acting coy behind her fan, she asks you for a favour.



Typical. She wants some money. Still, you're loaded, aren't you?



She needs 100 coins. So, kindly, you hand it over. Bless you.



◁ Robotic ninja Sasuke. He's equipped with firecracker bombs.



▽ One of the underwater levels, with full two-player action. Nice.



△ Hurrah! It's Goemon Impact, smiling a rather disturbing smile. Cute little nose, mind.

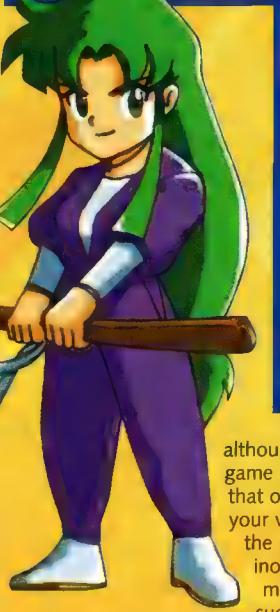


△ The mini-boss you have to beat to bring Impact back to his senses.

STUFF

You may remember Mr Elly Phant and the silver cat doll-things which featured in *Mystical Ninja*. Well, they're all still present here but now the game's in 2D, rather than 3D, their benefits are a little different.

The cat dolls, in particular, are very useful. Up to a maximum of three, they power-up your weapon. For example, Goemon's pipe becomes silver, then gold, extending in length with each doll. Which is always nice.



although the game plays in 2D) that obscures your view at the most inopportune moments, such as when

you're about to take one of the annoying jumps. But to be fair, the backgrounds and scenery are always uniformly nice – and, on a few occasions, quite impressive – and the game licks along at a fair old speed. But that, more than anything, is probably indicative of the fact that the N64 doesn't have to do much more than move you left and right, cope with a few jumps and make enemies disappear in a puff of smoke when they've been smitten by your trusty pipe.

And the plot, such as it is, is far less bonkers, and much less important than *Mystical Ninja*'s. An old professor friend of Goemon and Ebisumaru's has created a machine to raise the dead, which promptly goes missing, stolen by Bismaru, Ebisumaru's camp alter-ego. Although there are a few sweet cut scenes along the way, it's by and large completely

removed from the running and jumping you'll find yourself doing throughout the whole game.

Thankfully, though, there are a couple of enjoyable elements to spruce up the game's mediocrity. The *Goemon* series' infamous Impact scraps are still present and correct – all in glorious 3D – and they are practically identical to *Mystical Ninja*'s cyborg fisticuff sections. Goemon Impact, Goemon's huge robotic alter-ego, is here and ready for some goliath punch-ups. And he's brought his girlfriend along, too, who, very disturbingly, changes into a man-robot if you fire at her. Most odd.

There's also a fairly enjoyable two-player mode, which allows you and a friend to play simultaneously on the same screen. This opens up the new piggyback move, which sees the characters teaming up for stronger attacks. It's a nice addition – and it's rumoured that there's even a cheat somewhere allowing for four players – but it's not something that will hold your attention for very long. And, as Wil has just reminded us, it's a novelty that appeared long ago on the various SNES *Goemons*.

So what we're left with is a pleasant enough, plain ol' 2D platformer with a couple of added knobs. Sure, it's still full of the quirky Japanese style that has earmarked the *Goemon* series so far, but Konami, having taken a gentle stroll down the highways and byways of a genre since superseded by the addition of a third dimension, have lost sight of what made *Mystical Ninja* so compelling.

Goemon 2 is not a brave attempt to 'focus gameplay', or a return to old-school values, it's simply misguided, annoying and, at heart, too simplistic and too ordinary. Which is something Goemon and his friends have never, ever been. Here's hoping to a return to form next time around.

JES BICKHAM

6 VISUALS

Pleasant and evocative, but nothing astounding.

7 SOUNDS

The usual toe-tapping tunes and excitable Japanese howls and yaps.

5 MASTERY

2D platformer. Need we say much more than that?

6 LIFESPAN

Can be extremely difficult, and the two-player mode isn't bad.

VERDICT

A solid 2D platformer in its own right, but it lacks the innovation, invention, imagination and sheer fun shown in the 3D *Mystical Ninja*.

69%



Oh, good. Now she can afford to go to the beauty salon...



And she needs it, as 'she' is actually a stubbly 'he'. Yoiks!

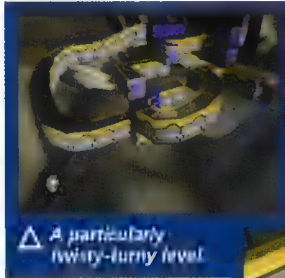


But it's okay, as you've now got the Chainpipe. Hurrah!



But we're not entirely sure what's going on here.

PREVIOUSLY IN N64 We gave the American version of *Lode Runner 3D* a good going over last month in review.



▲ A particularly tricky-jumpy level.



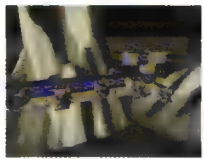
▲ Where in go from here? Tricky indeed.
◀ Mr. Lode Runner in all his glory.



▲ Wash! Scary monk alert!
◀ One more trap and you're off.

TRICKY DICKY

This is one of the most annoying levels in the game. Bordering the playing area are several 'discs' that transport you to other landing ports, meaning that you spend most of your time flitting between one port or other, and getting killed by the monk-figure patrolling the completely straight level. Very annoying indeed.



LODE RUNNER 3D

The '80s are back! But without white towelling socks, thankfully.

Lode Runner 3D

INFOGRAAMES			
21st May	G4M	1	
	Member Pak	Cartridge back-up	Rumble Pak
	XX PAUSE		
£40			

5 VISUALS

Not too shabby, however, not too brilliant, either.

6 SOUNDS

A few nice effects but increasingly irritating music.

4 MASTERY

Only the graphics set it apart from the Commodore 64.

7 LIFESPAN

Lode Runner sets a hefty enough challenge, it just gets too samey after a while.

VERDICT

Captivating in bursts, *Lode Runner 3D* is a well thought-out classic puzzler that seems sweetly outdated rather than clumsily old-school.

70%

Those of you with longer memories may well remember the original *Lode Runner*: it appeared on the Commodore 64 in the early '80s, and proved to be a popular and diverting little puzzle game. Wil, in particular, runs a hand through his mighty mane of lard-soaked hair and smiles wistfully whenever it's mentioned. But he's probably a lot older than anyone else alive at this moment in time. Scary.

But, anyway, Infogrames thought it was about time to update the ageing and fondly remembered game, in full spangly 3D. And the results? Well, it's quite fun, mildly diverting and fairly intriguing but not, well, great. Which is probably a reflection of how far games have come today, and how a lot of retro-nostalgia is a little misguided.



▲ One of the fine camera angles at work. It's very well done.

The aim of the game is to collect gold by guiding your Lode Runner around small and compact levels, which are cunningly designed, each containing a definite route through to the exit. You're equipped with a laser gun, that can be used *only* to destroy certain blocks in your path, thus giving you access to other areas of the level. These blocks regenerate after a short period, so it's essential that you're quick-witted enough to plot a route – it's all too possible to trap yourself in an inescapable area.

And that's *Lode Runner's* basic strength; it's simple, and entirely logical, and it's purely your own fault if you fail.

Later levels throw in extra items, such as bombs and terrifying hooded monk-creatures, which have the intelligence to give chase if you get too near to them (although, with judicious use of the laser gun, you can trap the vicious swines in regenerating blocks, and hop over their heads to make a quick getaway).

Graphically, the game is on the right side of functional. It's occasionally fuzzy in places, but boasts a couple of impressive effects – such as the pretty bomb shockwaves – and is generally clean and effective. Thankfully, developers Big Bang have included a fine *Mario*-inspired camera system, which can be homed-in via R and

rotated through the C-Buttons. Very nice.

The music, though, doesn't change throughout each of the game's 100 levels. Which is, understandably, maddening.

And that, really, is the game in a nutshell. Those of you that remember the original *Lode Runner* will find that, despite the polygon-filled graphical flourishes, this is pretty much the same game that was first seen well over a decade ago. The rest of us, however, may wish to be distracted momentarily by an absorbing little puzzle game that still charms through an intriguing, time-defying premise. Later levels do get tiresome, but, for the most part, *Lode Runner 3D* is pleasant enough gaming entertainment.

JES BICKHAM



One of the hardest levels, this.
▼ How are you going to get out of here?



WHAT'S GOING ON?

Somebody at Nintendo has seen sense, and at long last there's a budget range (of sorts) available for the N64. It's called Players' Choice, the games cost £30 (half the price we paid for some of them when they first came out), and there are some absolute classics in there. For the benefit of newer N64 owners who might have missed out on these titles the first time around, the next three pages are packed with retro reviews of the Players' Choice range, complete with a new rating out of 5 to show how well we think they've aged.

MARIO KART 64

Mario Kart 64	
NINTENDO	
Issue 4/91%	1-4

Mario Kart was originally reviewed on import in the very first issue of **N64**. More than two years later it's still unsurpassed as a four player game, with only *GoldenEye's* multiplayer mode rivaling it for the title of Most Played in the **N64** office.

It's just so perfectly balanced. Certain naysayers might have you believe that the power-up system is unfair, rewarding talentless players with lightnings and blue shells while punishing the race leader by awarding feeble bananas. They're wrong of course. It ensures that almost every race is a real nail biter from start to finish. Over the course of a lengthy *Mario Kart* session the best players will always have the most wins, but at least everyone else can pick up a morale-boosting victory from time to time.

Visually it's little more than functional, but most of the 16 courses are design masterpieces. There's only one that we refuse to play (the

mind-numbing Rainbow Road) and we'd have to say that the likes of Mario Circuit, Banshee Boardwalk, Wario Stadium and, in particular, Koopa Beach and Royal Raceway, are among the finest courses ever seen in any racing game. Having them all together in one cart, and all available for some of the best four-player laughs it's possible to have, makes *Mario Kart* an essential component of any N64 games collection.

The one player GP mode is a disappointingly short-lived experience though, especially since you can play on any of the tracks and cups right from the start. You don't have to play through the game to open up the later levels, and you'll almost certainly breeze through the hardest 150cc difficulty setting in your first weekend with the game. Fortunately, the time trial mode is excellent, dispensing with power-ups and showing off the precise handling of the karts – in particular the joystick-wagging corner turbo, which allows skilled players to gain a handy speed boost by 'dragging' the kart around a bend.



If you haven't played *Mario Kart* before then you'll probably have played one of the many games 'influenced' by it, from *Diddy Kong Racing* to the scores of feeble clones on other systems. None of them come close to the real thing. Oh, and if anyone tries to tell you that the original *Mario Kart* on the SNES was the better game, simply laugh in their face and rip the Star Trek insignia from their chest, because it was most definitely not.



WHAT WE SAID



"It ought to last a lifetime. Extremely entertaining, especially if you've got four controllers."

VERDICT

Arguably the best multiplayer game ever made, and a damn good time trial challenge.



Nobody managed a jump start.

Infinite turbo mushroom. Handy!

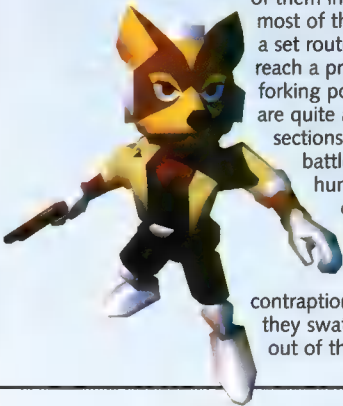
You'll only ever choose your one favourite racer.

LYLAT WARS

Lylat Wars
NINTENDO
Issue 8/90% 1-4

Shiggy's dream of creating a truly interactive movie was realised with *Lylat Wars*, the spectacular sequel to the SNES shoot-'em-up *Starwing*. It was the first rumble pak game, and the first to feature cut scenes and masses of speech, with the story unfolding before, during and after each level, depending on exactly what you shot and which of your three wing mates survived.

Even the course you take through the game's 15 levels can vary each time you play, since you only ever get to see seven of them in any one go. In most of the levels you travel a set route through until you reach a predetermined forking point, although there are quite a few free-roaming sections where you get to battle against bosses, hundreds of spacecraft, or the evil Star Wolf team. The bosses are incredible: huge contraptions that taunt you as they swat your team mates out of the sky.



Lylat Wars was also notable for being Nintendo's first decent PAL conversion, setting a welcome trend for all their future games. It might not look quite as awesome as it used to, with a certain amount of pop-up evident on a couple of

the stages, and some basic textures, but it's the best shoot-'em-up around, by a mile. If only it had a level select feature – unfortunately you have to play through the entire game to have another crack at that last medal on Venom.

WHAT WE SAID



"It's got everything you'd look for in a good movie – but in a game. It's brilliant."

VERDICT

One of the landmark N64 games, and still the best shoot-'em-up. No free rumble pak at this price, though.

5

SNOWBOARD KIDS

Snowboard Kids
ATLUS
Issue 14/86% 1/4



"Mario Kart on ice" is how James described it back in issue 14, and that's exactly what it is. Except unlike most *Mario Kart* impersonators, *Snowboard Kids* does everything it can do to be just that little bit different.

It's a snowboarding game, of course, but that doesn't mean its nine courses are all set on plain white slopes. You surf over grass, sand, cobblestones and all manner of unusual surfaces, racing against three other big nosed cartoon boarders. It's as far removed from 1080° as it is from *F1 WGP*, and it's terrific fun. The power-ups are brilliant, particularly the gold squishing pan, making it a fine multiplayer game. Whizzing from the back of the field, past squashed opponents, and firing off a parachute just as the leader reinflates his flattened body is one of gaming's great moments (or incredibly annoying if you're on the receiving end).

It's equally good with just one player, since the kids themselves are packed with character. The varied courses (which consist of between two and nine 'laps'), the bonus games, the time trials, the satisfying stunts and the infectious music all combine to make *Snowboard Kids* a worthy purchase, particularly at this price. It may have been superseded by its sequel but a game of this quality will always draw you back for a quick session every now and then.

WHAT WE SAID



"Mario Kart on ice. Technically a little ragged but still enormously good fun."

VERDICT

The sequel is the more accomplished game, but the original *Snowboard Kids* remains a charming and playable experience.

4

WAVE RACE

Wave Race
NINTENDO
Issue 2/90%  1/2

Jet ski racing has been done in the arcade before and since, but no game has ever managed to capture the feel of racing on water with as much style and realism as Nintendo's *Wave Race*.

It was one of the first N64 games, released to fill the three month gap between the launch games and *Mario Kart*, and it's still every bit as stunning as it was back then. Perhaps even more so now, because no game, not even *1080°* and *F-Zero X*, has managed to match the subtlety of the *Wave Race* control system.

It allows you to pull off lightning 360° spins, bank into a swell on the liquid racetrack to aid cornering, or lean forward and surf over the crest of a wave to get a sneaky speed boost. You can ease the nose of the jet ski back a little, then plunge down beneath the



CIRCUIT RANKING

RANK	RIDER	POINTS
1	D. MARINER POINTS 1-7-1-7-1	33
2	M. JETER POINTS 1-7-2-1-4-4	19
3	A. STEWART POINTS 2-3-1-4-3-7	18
4	R. HAYAMI POINTS 4-1-4-3-1-3	14
POINTS NEEDED TO ADVANCE		23

surface to get underneath a floating obstacle. If you want to, you can even race while standing on the handlebars or sitting backwards on the bonnet. There's limitless potential for showing off.

On the down side, the PAL conversion is rancid. It's much slower than the NTSC original, and comes with huge borders. Also, the polygon seams on the riders are things you don't see in the latest software. But it's still fantastic, packed with gameplay and sporting the best water effects ever.



△ Maximum points in a circuit season leads to bonuses.
▽ The wave effects make a big difference to the action.



△ Look at that fat boy gal Dave Mariner's the name, stunts are not his game.

WHAT WE SAID



"Wave Race parallels the ground-breaking brilliance of *Super Mario 64*."

VERDICT

The fact that it hasn't been bettered since makes it all the more impressive. An essential purchase for racing fans.

5

F1 WORLD GRAND PRIX



△ Mighty fine intro screens and gubbins.



△ Looks like the German GP (hard to tell from a still).

DRIVER WILLIAMS

DRIVER INFO
BORN APR 09, 1971
GROSS 1990
WEIGHT 80
POLICE 10
WINS 33

TEAM NAME WILLIAMS
ENGINE REHAULT V10
PERFORM 1
WINS 150

△ No Villeneuve. He has some kind of veto on the use of his name, the canny Canadian.

F1 World Grand Prix
NINTENDO
Issue 20/93%  1/2

The most recent of the Players' Choice games, *F1 WGP* was wowing us as a full price game a mere nine issues ago. It has proved to be highly successful, not simply because there is so little real competition. As an F1 game it stands comparison with any similar titles on other systems, being more playable than anal PC car sims, and superior in every respect to Psygnosis' *F1 '98*.

The tracks are instantly recognisable to anyone who watches F1 coverage on TV, with the Monaco circuit, the benchmark of any F1 game, looking

particularly impressive. There is no pop-up, no fogging or blur, and authentic team colours (albeit based on the 1997 season). Equip a rumble pak, switch to the in-car camera view which shudders and bumps whenever you clip the trackside kerbs, and you could almost believe you were involved in the real thing. It's very difficult, but you can let the computer take care of acceleration, braking and gears, at least until you get the hang of steering. Once you've mastered it you can turn on car damage and random weather, and see how long you last.



△ Fast, smooth, no pop-up, no fogging, no nasty slowdown. Outstanding stuff.

Since its release, Ubi Soft's *Monaco Grand Prix* has made an admirable attempt to steal *F1 WGP*'s crown. Despite impressive speed and handling, it failed to match the sheer depth and realism of Nintendo's game, which was designed by Paradigm, the simulation heavyweights behind *Pilotwings*.

WHAT WE SAID

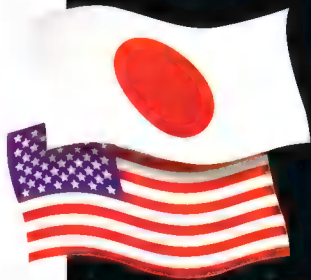


"Truly mind-blowing. No near miss or fluffed opportunity, the N64 has finally got the driving game that it really deserves."

VERDICT

Until the sequel arrives, *F1 WGP* remains the pre-eminent Nintendo driving game.

5



PREVIOUSLY IN N64 Turn to N64/28 for a comprehensive Future Look at *Pokémon Snap*.

▷ A bit off center, but not a bad snap as far as snaps go.



▷ The strange world you'll find inside the mantras.

▽ Ash prepares to travel through a real Jurassic Park of a gale.



The games reviewed in this section are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

ARENA

POKEMON

IMPORT



▷ Flavoring that water would seem a risky thing for a Fire Pokémon to do.

▷ That pink marshmallow-like thing looks like a timid Charmsy and its egg.



60

△ Flying monsters are the trickiest to get a decent picture of.

◁ Funky. Get down with the cool air.

▽ Ahh, the spirit of Pokémon Island. Worth snapping 'em all.

△ Some pics you'll want to keep. Others you won't. It's all a matter of luck and timing.

Tools of the trade

Dr Okido's a generous man, who'll reward you with objects aplenty as you earn points from your Pokémon pics. These can in turn be used to procure even better photos...

APPLE

The basic Pokémon-baiting fruit. Most monsters perform a happy Granny Smith-worshipping jive before gobbling their apple down - Dr Okido will probably kiss you if you capture that on film. Be careful not to smack a Pokémon on the head with the green fruit, though - there's no points for pictures of concussed critters.

BALL

This multi-coloured sphere explodes in a shower of purple magic on impact, and has the power to change the appearance of some Pokémon. The little green Bulbasaur, for example, transforms into a worrying pink jelly. With eyes. The ball's also handy for knocking submerged Squirtle Turtles onto the shore.

SPEED

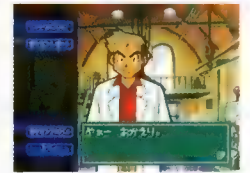
Hold down R and your buggy will put on a rather handy burst of speed. This can be useful for shooting ahead of animals which would normally be facing away from the camera (such as this Pikachu pictured on the left), or for finishing a level quickly when you've already got the photo that you came for.

FLUTE

Taking a cue from Link, you can put this C-button-activated instrument to good use. Most Pokémon react with a smile or gleeful jig to the three different tunes available, although little yellow Pikachu has a more adverse reaction, streaming his own name and going all electric. Frightening.

DOCTOR IN THE HOUSE

Say hello to your host for *Pokémon Snap*. Dr Okido has his very own laboratory on Pokémon Island, and we'd guess that he's related somehow to *Pokémon* Game Boy's Dr Oak. He'll compare your photos to your previous efforts and get very excited if you do particularly well. His cry of "Good, good!" when you improve upon a previous *Pokémon* picture is worth the price of the cart alone, and it's impossible not to smile at his curious "Ooooh!" when you present a snap of a Pokémon in mid-attack. What an odd chap.



ON SNAP

Say cheese - it's the world's first Kodak-'em-up.

POKÉMON SNAP			
NINTENDO			
	Out now	128M	1
	October	Cartridge back-up	Available
¥6800 (approx £35)			

Listen very carefully and you can just about hear it. Slowly but surely, the *Pokémon* steamroller is making its way towards Europe. The populations of Japan and America have already succumbed to Nintendo's motley collection of cutesy little

goodbye to Tamagotchis, Furbies and Yo-Yos. *Pokémon* will take over the world.

In the meantime, we can only glance abroad to get an idea of what's coming. Our foreign friends have sampled such delights as the RPG-based *Pokémon Blue/Red* on the Game Boy and the takey-

LIFESPAN *There's real challenge in snapping all the monsters but once you have, you'll lose interest.*

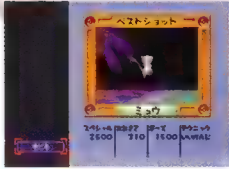
monsters, and in a few short months Nintendo will begin their carefully planned assault on us Brits. Wave

turnery scrap-'em-up *Pokémon Stadium* on the N64. This time, though, Nintendo have seemingly taken leave of their senses



PICTURE PERFECT

After a hard day travelling backwards and forwards in Pokémon Island, what better way to relax than with a flick through your photo album? As well as the collection of pictures that represent the best you've taken of each Pokémon, there's also the option of building up your very own compilation of interesting photos to bore your friends with. We'd wager that the irresistible shot of Pikachu grinning away at a smiling sausage will find its way into more than one personal collection.



Pretty pictures

Initially, you'll be confused by how seemingly perfect snaps of Pokémon are frowned upon by Dr Okido back at his lab. That's because, through judicious use of the objects at your disposal, secret points-laden photo opportunities become available. In the first stage, you'll notice a Loch Ness-style monster gallivanting around in the ocean. He's too far away for a big money photo, but if you photograph him every time he crops up throughout the level, he'll reward you at level's end by an appearance right up against the shoreline. There's also rewards to be had for simply hanging about – such as if you jam your buggy against the big egg on the volcanic level and throw apples at the dinosaur-like Chamander. In time, five more Pokémon will come clambering over the hill, enticed by the apple aroma, and a photo of all of them will have Dr Okido crying with happiness.



△ Ewww. Ugly. Not really one for the family photo album.

▽ Here's a monster gagging to give you a good licking.



△ He always all crop, and only makes up when it's time to kick some ass. Another rule.



△ The start of your very first Pokémon safari.

We had one of these in the Game Boy version but it was a total waste.



△ Electric monsters give a great light show. Don't miss it!



and produced a title where the 'gameplay' revolves around taking photographs of Pokémon. Innovative, yes. Bizarre, certainly. But *Pokémon Snap* is also one of the most strangely enjoyable N64 carts we've ever laid our hands on.

To begin with, it seems beautifully

If you've already conquered *Pilotwings'* photography missions, you might think you know exactly what to expect. But the moment the wheels start rolling on their pre-determined route through the hills, deserts and waterfalls, it becomes painfully clear that it's *not* going

With time, capturing Pokémon centre-frame becomes easier. And with Dr Okido awarding points for each photo – based on the proximity of the subject, the Pokémon's action and the number of monsters in frame – the temptation to keep improving your shutter skills is irresistible. Heading back to the lab having managed to photograph Pikachu floating with balloons strapped to his back, or finally having caught the two Magmars burning each other to a crisp with their fiery breath, is strangely exhilarating, and failure to rack up the points will have you immediately leaping back into the buggy for another stab.

The Pokémon themselves – all 150 of them – demonstrate their own popularity perfectly. Nintendo have exercised their character creation skills to the fullest, fashioning each monster with a distinctive look, sound and personality. They run, they shout, they jump and they dance, and come complete with signature moves carried over from Game Boy *Pokémon*. Just as it's impossible not to choose a favourite from among them, it's immensely

MASTERY ● *Ridiculous as it may sound... Nintendo have managed to recreate the best bits of visiting a real wildlife park.*

simple. Once you've cycled through several screens of typically incomprehensible (to us) Japanese text and been introduced to Pokémon Island's resident expert (and slightly mad) Dr Okido, you're given the keys to your bubble-shaped buggy and allowed to set off for the first destination. With nothing but your little black camera and a satchel stuffed full of apples, the apparently uncomplicated aim is to get the very best pictures of the island's resident monsters.

to be easy. Crucially, the buggy doesn't stop, and travels just that *little bit* too fast, leaving you to spend several early journeys swinging the view wildly and catching the merest glimpses of Pokémon as they scamper by. You'll inevitably end up with a set of photos resembling those you took at last year's Christmas party after several bottles of Hooch. Heads out of shot, photos of anonymous legs and arms, and pictures of an empty sky are likely to be the highlights.

The joy of six

Having opened up and explored all six main levels, an extra quest begins. Dr Okido asks you to take pictures of six 'hidden' monsters, which generally disguise themselves as innocuous-looking scenery. You're given a clue to the general 'shape' of each monster, and then asked to trek back across each level and click away to find them. Find all six (it shouldn't take too long, although you may come a cropper when it comes to the volcanic level) and you'll be treated to an extra bonus stage. This final level contains only one monster, but Pokémon fans will recognise him as by far the most prized Pocket Monster of them all...



There's something sneaky going on here.

Don't forget to take the tiny cap off Ash.

Top action shot there. Liked!

A-a-a night night! I am the hairy monster of fire, and I bring you... A-night!

It's sure blue like with the diamonds from tattooed on its body. Snap it while you can.

ACCESSIBILITY

Overflowing with Japanese text, but easy to grasp after a few minutes randomly pressing buttons.

8 VISUALS

Fast, colourful and beautifully smooth, with barely a corner or jagged edge to be seen.

7 SOUNDS

Pleasant tunes coupled with the assorted cries of Pokémon Island's inhabitants.

6 MASTERY

It's a great idea, but it doesn't bring the N64 out in anything approaching a sweat.

8 LIFESPAN

Capturing monsters in your viewfinder is bizarrely addictive, but snap them all and you'll quickly lose interest.

VERDICT

A real innovation in gaming that's relatively short-lived, but brilliant fun all the same.

80%

VISUALS ● Molten larva spitting volcanoes, cascading waterfalls... the impression that you're on a real island is brilliantly realised.

gratifying to catch sight of a monster you haven't yet photographed. Ridiculous as it sounds, Nintendo have managed to recreate the best bits of visiting a real-life wildlife park.

There are six stunning-looking areas to visit, ranging from lush water-logged woods to violent reddened landscapes. They're relatively free of active scenery, but everything you do get is eye-popping. Giant volcanoes spit molten lava into bubbling lakes of fire, waterfalls tumble down the side of mountains, and the impression of a real island teeming with living, breathing creatures is brilliantly realised. It's just a shame that all this increases the disappointment of the buggy being on-rails, as the landscapes create the sense that even more jaw-dropping sights lie just beyond your field of vision.

Still, with the buggy happily controlling itself, your fingers are free to concentrate on the business of chucking fruit and operating the camera. And once Dr Okido has laden you with extra items to use on your photo-collecting mission, you'll be wishing for a return to the days

when apples were all you had to worry about. Often, the need to simultaneously throw balls, play the flute, speed up the buggy and release the camera shutter can make photo-taking painfully tricky, but there's always the feeling that, with practice, that perfect picture is possible.

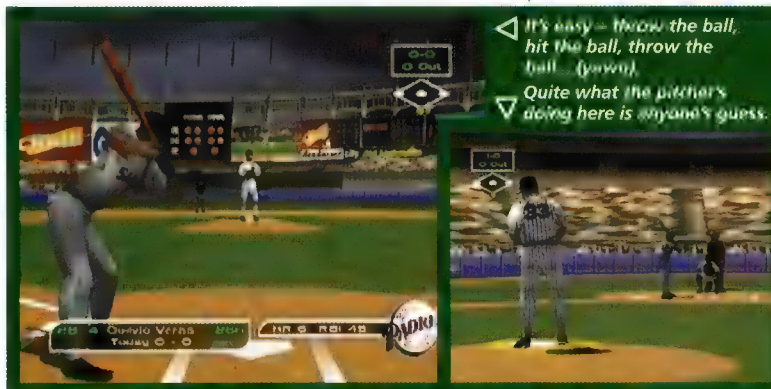
Gradually, you'll build up a collection of snaps that will have Dr Okido practically jumping up and down with joy, with multiple Chamander's feeding on apples, or a giant Charizard dragon breathing fire right into your lens. It's at this point that revisiting Pokémon Island starts becoming a little tiresome. Once you've snapped the 'boss' Pokémon, the only task left is to beat a pre-determined score by maximising your accuracy. The completist in you will relish the task, but it signifies the end of

any fresh challenge in the game. It's this glass ceiling to the game's entertainment value, more than anything, that prevents us awarding *Pokémon Snap* a higher mark.

In a sense, *Pokémon Snap* is the N64's equivalent to the PlayStation's *Parappa The Rapper* or *Bust-A-Groove*. It's a novelty, rather than a 'game', something that won't last as long as *Zelda* or *Turok*, but which offers a fun-packed experience that's completely different to anything you've played before. And the fact that we've forced ourselves to stay awake well into the early hours, simply to keep snapping away at multi-coloured monsters, should be proof that when *Pokémon* does touch down in the UK, *no-one* will escape. You have been warned.

MARK GREEN

PREVIOUSLY IN N64 It's baseball and, more importantly, it's bad baseball, so we've ignored it up until now.

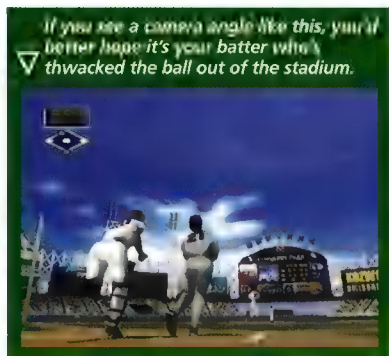


TRIPLE PLAY 2000

A good base beat? Not likely.

Perhaps it's our fault. Maybe we should have played *Triple Play 2000* first, and then moved on to *All Star Baseball 2000*. You see, as soon as Acclaim's baseball title arrived last month, we stuffed its sugary loveliness straight down our gobs without pausing for breath. But now, with full stomachs and watering eyes, we've been forced to find room for EA Sports' stodgy, unappetising interpretation. It hasn't been pleasant.

Triple Play's main problem is its inability to settle on being a proper simulation of baseball or a more arcadey rendition. At first, it's as serious as they come. The options screens throw up a typically bewildering array of official licenses, management options, play statistics and one-player game types, and



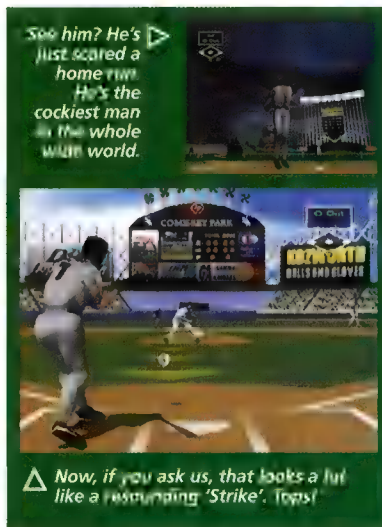
merely getting to play a simple game of baseball requires a trek through at least five screens full to the brim with letters and numbers.

Within minutes of walking onto the pitch, though, *Triple Play* reverts to a simpler game of baseball than the N64's used to. The controls are less complicated than *All Star Baseball's* - a simple button press and a wrench of the control stick is all that's needed for both batting and pitching - and you'll find the wooden stick actually hitting the ball with a regularity that's lacking in Acclaim's version of the sport. To begin with, reasonably riveting play seems to be on the cards.

But after an hour or two of pressing A to pitch, and pressing A to bat, and pressing A to field, the realisation dawns that baseball games need to be complicated. Sensibly, difficulty settings can be changed to make things more satisfyingly in-depth, but it's not enough to save the game from its loong pauses between the action and inevitable eyelid-drooping monotony.

The cosmetics round off the whole uninspiring package - the commentary and crowd noises are awful, there's an intensely irritating Carry On-style comedy noise with each foul shot played, and the animation is jerky, blurry and just plain wrong in some places. Admittedly, *All Star Baseball's* visuals are at the cutting edge when it comes to N64 sport games, but EA could

Triple Play 2000			
EA SPORTS			
	Out now	128M	1-4
	Unlikely	Controller Pak 107 PAGES	Bridge Pak Rumble Pak
\$50 (approx £35)			

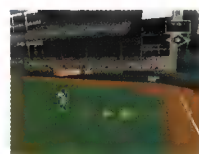


surely have done better than a procession of hunchbacked, limping old men, who throw like two-year-olds.

If *Triple Play's* good for anything, it's as a simple introduction to the noble sport of ball and bat. The uncomplicated play will keep you 'in the game' at a point where *All Star Baseball* is taking great pleasure in thrashing you 27-0. But before long you'll be itching for something more polished, challenging and substantial, and that's precisely the point where *Triple Play* simply shrugs its shoulders and gives up. With Acclaim's game on the shelves, there's no doubt where your money should be going.

MARK GREEN

ARROW MATE
On the easiest difficulty setting, *Triple Play 2000* features an extraordinarily handy 'arrow', which shows the direction you need to push the stick to get your fielder to the ball. In addition, if the ball's in the air, a giant red bulls-eye even shows you precisely where to stand for that oh-so-satisfying catch. It's a simple (and admittedly unoriginal) system, but it helps make fielding far more of an interactive experience than in rival baseball games. If only the whole game was such an unbridled pleasure.



4 VISUALS

You'll spend most of your time staring at jerky players who can't use their limbs properly.

3 SOUNDS

Repetitive, irritating commentary and crisp-packet-crumpling crowd noises.

5 MASTERY

The baseball game that the SNES has been waiting for.

6 LIFESPAN

Playing against the N64 isn't fun for long, and multiplayer options are limited.

VERDICT

Criticise over-complicated American sports sims all you like, but *TP 2000* fails because of its relative simplicity and lack of polish.

50%

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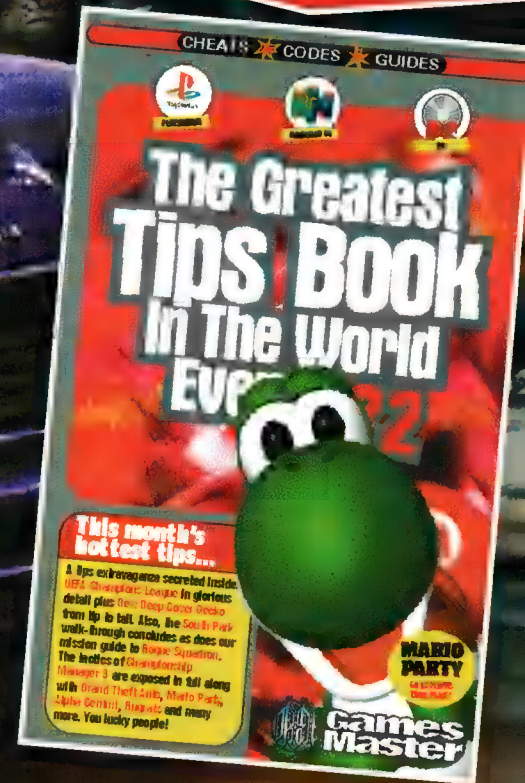


WWF ATTITUDE

Full review and playing guide to the best wrestling game!

SHADOWMAN

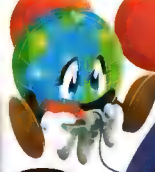
Voodoo magic on the N64



ON SALE NOW ON SALE NOW ON SALE NOW ON SALE NOW ON SALE NOW

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64



Welcome to Club 64, the part of the magazine designed to help you get the most out of your favourite N64 games.



This month's top guide: DUKE NUKEM: ZERO HOUR

The world's first guide! Grab a gun, some attitude and, er, a joypad...

78



RACING SIMULATION: MONACO GRAND PRIX

A brilliant new N64 challenge!

84

CASTLEVANIA

The game's super-hard hardest bits crushed until they squeal!

88

Club 64 MAILBOX

A whole world of Nintendo-related mirth.

72

HOW TO...

Three guides to ease you through life.

78

HELP WANTED!

Uncover *Rogue Squadron's* power-ups with our expert Help Wanted. Handy!

92

TIPS EXTRA

The latest tips and cheats on the N64.

94



There's a Doctor in the house (and he's a bit of a psycho).

99

NINTENDO HOTLINE

Nintendo show off their knowledge of *Zelda* with some readers' Qs.

100

GAME ON

New! N64's latest gamesplaying challenge!

102

I'M THE BEST

New leagues, old leagues, hard games.

104



Gold, Silver and Bronze leagues; are you good enough to make it in?

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CONTACT

A bit like a flea market. Without the fleas.

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DIRECTORY

Every N64 game EVER reviewed!

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BACK ISSUES & SUBSCRIPTIONS



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Club 64 MAILBOX

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Each month, the N64 Star Letter wins a
G64 Steering Wheel with Rumble Effect
(LMP 0800 0813061).
All other letters printed win a prized N64 badge!



Boxing clever, cool as custard playing *Zelda*,
judging games by their covers... it's your
say and we're hearing you loud and clear.



'Mystery'

After having a quick look at my *Zelda* box the other day, I noticed that the top right hand corner picture, on the back of the box just under the Nintendo logo, isn't quite right. What I mean is that it clearly shows young Link as having the capacity to hold the Master Sword, the Fairy Bow and the Hookshot when, as we all know, these items could only be used by older Link. The same sort of mystery adorned the *GoldenEye* box too, didn't it?
Barney Knibb, Edinburgh



The screenshot is obviously taken from a very early version of Zelda 64, just like the weapon you couldn't get that appeared in a similarly strange pic on the back of the GoldenEye box. The reason? Well, believe it or not, the boxes that your games come in are done months, sometimes a year, before they appear in the shops. Hence things changing slightly for the final release. Ed

Correction corner

Don't blame it on the sunshine or the boogey. Blame it on us.

On Page 134 (that's the Directory), you reckon *San Francisco Rush* saves onto cart. Well, you're wrong. It saves onto controller pak.
Jamie Moss, Leeds

Oh! Ed

You made a mistake in N64/21. In the Directory, you put *Wave Race* before *Waialae Country Club Golf*. I'm not great at spelling, but shouldn't they be the other way round?
Nick Reynolds, Dorking

Actually, no they show. Okay, ymm! Ed

In N64/26's Directory, you said that *Rogue Squadron* saves onto controller pak. Your version must be unique because mine saves onto cart.
Anthony Scott, Durham

Sigh. Ed

In N64/26's Nintendo Hotline (page 116), one reply said, '... talking about the room with the three Doki SHRUBS'. Um, it's not shrubs but scrubs.
Daniel Harris, Port Talbot

Shrubs, scrubs, what's the difference? They all turn up in the garden. Ed

'Weird'

I reckon you should start a *Zelda* ideas, er, thing, a bit like Perrrrrick Day and Dream On, where readers write in with what they would have liked to have seen in *Zelda*. They could also come up with ideas for the *Zelda* sequel. The readers could invent some new sub-games and weird weaponry. You could call it, 'If I ruled Hyrule' (a bit like that programme, 'If I ruled the World'). It would be great!
Matt Nguyen, Poole

Sounds interesting. We certainly like the idea of you coming up with improvements to Zelda. We reckon we can think of a couple: Jes thinks there should have been a few more monsters.

"Sometimes you were fighting two at once and that was fantastic. But, then you'd have to wait ages for another". And Martin chipped in with, "You should have had to have played the Sun Song to change day into night. The change was too quick otherwise. You ended up having to play the Sun Song to change it back into day." What does everyone else think? If we get enough of a response, we might make more of it. Oh, and any ideas for a sequel - when, and if, it comes - would also be more than welcome. Get writing! Ed

'Rubbish!'

All this stuff about the *Zelda* TV ad being sexist, what rubbish! It only says, 'Willst thou get the girl... or

play like one?'. It doesn't say anywhere that girls are rubbish at games. Has anyone considered that it might actually be saying girls are brilliant gamers?
Sarah Briggs, Hertford

Fair point, that. (Though obviously wrong.) Ed

'Cold Custard'

On the night of Comic Relief, my brother was sponsored to play his N64 for 24 solid hours with his feet in cold custard - as you can see from the picture I've enclosed. And he did it, you know, and managed to raise £80.27. His game of choice? *Zelda*,



of course! Oh, and can you give me the full address of Peter Canon, who in N64/27 only gave *Zelda* 60% in your Reader Reviews section. I want to go round his house and give him a piece of my mind.
Peter Beesley, Bournemouth

*Good work! And what better way to raise some money for charity than 24 solid hours of *Zelda*? The custard must have really been cold, though, judging by your brother's face.* Ed

'Hard plastic'

A few days ago, I was browsing in

my local gaming emporium – well, Woolworths, now I mention it – when I noticed that most of the N64 games had new boxes. Games such as *Mario Party*, *Turok 2* and *Rogue Squadron* (and even the age-old *Mario 64*) had ditched the normal box design for a snazzy new hard plastic, Mega Drive-style approach. Hence, they opened, rather handily, like a book, but still came with all the normal pictures, design and text. Odd.

Mark Wassouf, London



'Jumble sale'

My friend and I stumbled across this *Zelda* book the other week at the jumble sale. It's one of those choose-your-own-adventure things and features all of our favourite *Zelda* people and items, and even has a bit in the story that caters for the *Mirror/Lens of Truth*. Oh, and, by the way, that bloke on the front (not the one in green, obviously) is actually Ganon. Spooky! **Luke Trebilcock and Will Hingston, Paignton**

Ganon, we said. That's not Ganon! He looks like he's just come from his nine-to-five job as a data inputting clerk in Stoke Gifford. Where's the evil eyes, gothic clothing and Jasper Carrot hair? Ah, well, see, that's the thing. The King of Evil... can...

take... many... forms. Muhahaha! Ahahaha! Ha! Heel Hooooo! Ha! Right, that's probably more than enough of that. Ed

'Exclusive'

I've been thinking, it's all very well for those exclusive members of Skill Club

and people in I'm the Best but what about people like me who will never get their names in a magazine? *GoldenEye* – the king of videogames, second only to *Zelda* – took me five months to complete! Is there anyone else who has taken longer? **John Copping, via e-mail**

Five months? That's not actually too bad. It took us a couple of months to get all the way through from beginning to end (the Water Caverns on Secret Agent... Ooooh, that had us stumped). Oh, and you've managed to get your name in the mag, as well. Whaddaday. Ed

'794.8'

Stuck on Queen Gohma? Well, I've found the solution. Whilst looking round the Adult Recreation section in Winsford Library (*Great part of the*

library, that – Ed), I found a brilliant *Zelda* guide, by Jason R Rich (Winsford Library index number: 794.8). It has clear tactics on how to beat that pesky spider, not just, "walk to the block, press A and push over to the left..." or whatever. You should give it a try. If you can.

Jenny Denton, Northwich

What was the index number again? Ed

Perrrrfick Day

A sudden swell of ideas means the return of your Ms Dark dreamworld...

From Michael Salmon, Oxford

- On some levels, you should be able to plant mines in order to blow up a generator, which then cuts the lights, alarms, *everything*. You could then use a torch to get around.
- Real spy weapons. How about garottes, grappling hooks, dart guns, smoke and trip wires?
- The guards should be clever and have different personalities: some like to investigate, some stick to their posts, some are cowards and run straight for the alarms, while some just chat and mess around. Also, as well as humans and aliens, there should be sniffer dogs.
- There should be a Create-a-Player mode in multiplayer, as well as an arena editor for added depth.

- What about being able to drug guards with sleeping pills (perhaps in coffee or peanut butter samies), and then sneaking past them unnoticed?
- Or maybe Rare could introduce some alien genetic warfare, with Jo Dark having to use an alien virus to kill off the extra-terrestrial scum.
- A chameleon suit. Similar to the film *Predator*, but the suit could reflect all light and create an almost perfect invisibility.
- The ability to take hostages. It would be great to hold a knife to a guard's throat whilst backing away from other enemies. Perhaps she could even shout, "Any fast moves and your friend gets his throat sliced open".

From Chris Lowe, Tyne and Wear

- When there's an explosion, if someone comes into contact with the fire, their clothing should look black and burned. Perhaps they could even run around while on fire.
- You should be able to use a dead person as a human shield to protect yourself against enemy fire.

If you've got any ideas for Perfect Dark, send them to: Perrrrfick Day, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

BONUS LETTERS

Zelda is easily the best game I've ever played. It's even better than Robocop vs Terminator.
Sam Bamkin, Leicester

Taking someone out with an RCP-90 is as satisfying as having a MacDonalds.
David Baptiste, Bristol

Stop me if I'm being odd.
Chris Stephenson, Newhaven

Hope you manage to stay Onatopp of things.
Richard Nguyen, Droitwich

Why don't Nintendo consider making The Legend of Zelda movie? Why not have Link on the silver screen? We've had Mario, Street Fighter and Mortal Kombat films. What do you think?
Alex Davies

So, I told him I'd go skitz.
David Franks, Andover

They said I ended up looking like that bloke from A-ha.
Raymond Tanning, Shrewsbury

Is anyone at N64 actually old enough to remember the Vectrex or Atari 7800?
Jay Bell, Manchester

Has Jes always been that bald?
Mark Matthews, Blackburn

Return of the rack. Like it.
Andy 'Cap' Welton, Macclesfield



'Modem'

Reading your news story on the new Nintendo console last issue – and without getting too carried away too soon – I had a few ideas. I know the 64DD was supposed to plug into the EXT connection at the bottom of the machine, but why not make the N65 (or whatever it's going to be called) slot in under the N64? That would seem like a brilliant cost-cutting idea to me, and would mean we'd still be able to use the N64 controller which, let's face it,



Nintendo aren't going to be able to better. Oh, and one feature we don't need is a modem. It'll cost £12 to play a two hour Internet-based game of Mario Party at 10p a minute.
Neil Clowrey, Bolton

£12 for a two hour game of Mario Party? Who knows, but we doubt Nintendo would be that clumsy. No one's got the foggiest what the next console's going to be capable of, but one thing is clear: we've already got a brilliant, brilliant console, and some fantabulous games on the horizon (Perfect Dark? Donkey Kong World? Resident Evil? Star Wars? GTA 64? Turok 3? Take your pick). What we will say, though, is that it's highly unlikely that the N64 will feature in Nintendo's plans (unless there's some sort of backwards compatibility in the pipeline), but, if Miyamoto himself is spending time with the new machine's controller, you can bet it will have the sort of joypad design that Sega can only dream of. Oh, yes. Ed

'Dinosaurs'

Did anyone else out there read the issue of Justice League America (That's a comic, by the way – Ed), which featured a videogame that was called 'Nazi Dinosaurs from Venus'? It was being played on what was clearly an N64, despite the machine being cleverly dubbed a 'Playtendo'. Can't see Ninty liking that very much, can you?
Greg Lamb, Basildon



Oooooof. Can't see them liking that at all, actually. We once called Howard Lincoln, The Lincster in the office. Nintendo's legal SWAT team climbed through our second floor window, tied us to our chairs, and then kicked our faces in. Ed

So tell me this

1. Since the DD seems unlikely, what are the chances of a Zelda sequel?
2. Whatever happened to the limited edition gold Zelda carts?
Jonas Miller, London

1. Pretty good. Eventually. First, though, the Zelda engine is being used for Metroid. We suspect a second Zelda game might appear on Nintendo's next machine. But you never know.
2. Only ever made it to America and, bizarrely, Australia, unfortunately.

So, then, Premier Manager. I know it's been asked before, but any hope? At all?
Kevin Steele, Gloucester

Funny you should ask that. While we were using a general phone

around this month, we asked developers Gremlin, on the off chance, whether Premier Manager would make it to the N64. Their answer? Yes, and – get this! – in July or August. It's even in this issue (page 44).

1. Where's Sim City 2000? It originally had a UK release date of Autumn 1998. Has it been scrapped or just delayed?
2. Are we ever likely to see Theme Park or PC game Rollercoaster Tycoon on the N64?
Christopher Collings, Mansfield

1. Um, we're actually not quite sure. According to UK publisher Infogrames it's still on, but when we asked them when they didn't really know. With the miles better 3D

Nintendo effort, Sim City 64, out towards the end of the year, though, we wouldn't worry too much.
2. Unlikely. Particularly in the case of Rollercoaster Tycoon.

1. I see Shadowman 2 is in your release list. Has a sequel already been confirmed, then?
2. What's the situation with Turok 3?
3. How different will Armormines be to Turok 2?
Ian Filton, Wolverhampton

1. Yep. When N64's very own Jes paid a visit to Iguana UK earlier in the year, they told him a story had already been worked out. And, apparently, the end of Shadowman leaves the door open – Turok 2.

fashion – for some sequel-style antics.
2. Weeeeel, it's definitely in production, and the latest word is that it might take the form of a solely multiplayer game. The other rumour is that there'll be both a multiplayer Turok and a threequel. Either way, expect to find out more after the E3 games show.
3. Plenty different. Replace the dinosaurs with bugs and chop Turok 2's huge levels into quarters and you begin to get an idea. Probably, you'll still be able to tell it's drawn from Turok 2, but Armormines is a whole different blaster.

So Tell Me This, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW

The N64 Quiz

MAGAZINE

Roll on up for fifty quid's worth of questions...

**WIN!!!
£50!!!**

It's a brave man who stands tall and admits The N64 Quiz is as easy as shopping in Tesco's, or sitting in front of the TV on a Saturday night, but that's what some of you dared

suggest this month. So, in response, we've sat around and created the hardest questions yet. Now we'll see if you think you can cut it in the old knowledge department. So, onwards, yes?

1	Who plays Obi Wan Kenobi in the new Star Wars film?
2	Pokémon Snap is the second Pokémon game on the N64. What was the other?
3	What level of Duke Nukem: Zero Hour is set on a steamboat?
4	What medical qualification does Dr Kitts have? a) PhD, b) GBH, c) BSE?
5	Which game, this month, is based on PC title, Army Men?
6	How many Castlevania games were there on the SNES?
7	Name three Rare games coming in 1999?
8	What game got the highest score in Planet Game Boy this month?
9	What does E3 stand for?
10	Where is the final of the Multiplayer Challenge being held?

HOW TO ENTER It's as easy as falling down the stairs. Just send your completed coupons to:
Good Golly Quiz Folly: June June June, Let me hear you say way-o!
N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

- Rules**
1. The closing date for this compo is 20th June.
 2. Employees of Future Publishing are not allowed to enter.
 3. The winning entry will be plucked from our Randometer™.
 4. £50. That's what's comin' atcha.
 5. Is it safe?

Last month's winner was:
Tommy Drake from Dundee

The N64 Quiz

My answers are as follows:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

Good, no? Oh, and you'll probably be wanting this too...

Name _____ Address _____

Postcode _____

N64/29

The N64 BOARD

MAGAZINE

Go on, be artistic!



← Marina sent us this Hybrid. However, after pic check...

→ Rob Heme seems to have 1 in for us. He's not the first and won't be the last



← Matt Nguyen, you were there by the way



△ Cheers Janna, that's one hell of a looking sketch

→ Markus Green sent this to us. I'm not sure if it's a good idea

→ We got one with talent and sick humor. We love it! Elizabeth Lawrence



△ Same Sommer sent this Turk 2 sketch. It's nice, but it's not your real name!

GO! GO!

WRITE YOU ARE!

Here it is. The place where you get to say your piece in **N64 Magazine...**

So, have you ever read a review of a game you were expecting to be excellent, only to find out it's been damned to hell? Still, you play the game anyway and discover it's *actually* great – in fact, it's immaculate. Well, here's where you can set the record straight before the world of **N64** readers.

Or perhaps you've bought a new game on the strength of a good review, only to find out it's complete

pants. Understandably, this annoys you, and you want to warn people.

Well, now's your chance. Write 100 words clearly stating why you've liked, loved or loathed a game. Give it a percentage score, pop on your name and address, then send it to the following address:

Reader Reviews
N64 Magazine
 30 Monmouth Street
 Bath, BA1 2BW.

NFL QBC '99

After you gave *Quarterback Club '99* 90% I felt I had to give it a run. Wish I hadn't though, as after the intro, the game slides rapidly downhill. The controls are sluggish, there's an annoying delay in-between each play and the AI is appalling. And what about the players? They try and intercept, but at the last minute they decide to miss the ball completely or run off the wrong way.

There's also the superhuman quarterback who can run the whole length of the pitch for a touchdown – even on the most difficult setting. Very realistic, I'm sure. I wish I'd gone with *Madden '99* instead.
 Edd Oliver, Worcester

75%



F1 WORLD GRAND PRIX

Finally, a truly excellent F1 game on the N64. This game is impressively realistic. All the tracks are accurately recreated, the car handling is spot-on and the replays are brill. They've also gone to town on the minute details, like setting up your car in the warm-up sessions, the over-braking and locking of just your front wheels and those cautions you get after passing under a yellow flag. All the specifics are there.

Sure, the game does have a few faults. The stats are only from 1997 and whenever you select 'random' weather it's always cloudy, but it's easy to forget these flaws when you're faced with a game as good as *F1 WGP*.
 Chris Charlton, Cambridge

92%



V-RALLY '99

Frankly, I was shocked when I read your review of *V-Rally*. I dread to think what West Country brew you'd been drinking when you wrote it.

Although graphically it looks good, the gameplay is little short of comical. A tiny slip of the analogue results in a spin, and merely running onto the grass produces death defying rolls and flips. The options may as well not exist – Arcade and Time Trial are essentially the same – and Championship is basically a lot of time trials.

How you gave *V-Rally* 90% I'll never know. It looks nice, but it's just too bland and unforgiving for me.
 James Midmer, Sheen

61%



SOUTH PARK

Are you mad? I can't believe you only gave *South Park* 73%. It's sooo good. I can't remember a game ever making me laugh out loud so much. It gets me every time. The one-player game is great fun and the multiplayer game offers even more enjoyment; it's easily the best multiplayer around.

It's fast paced and animated just like the cartoon characters. In fact, it is the TV show, only in 3D. And what about the speech, er, swearing, then? When they go for it with their crazy catchphrases it's sheer entertainment. *South Park* is here to kick ass. A must-buy for fans, and a good laugh for all.
 Hedley Gabriel, Essex

95%



Send your reviews to: Write you are!, **N64 Magazine**, 30 Monmouth Street, Bath, BA1 2BW.

HOW TO...

kick ass and chew bubblegum in

DUKE NUKEM

ZERO HOUR



WHAT WE SAID



We reviewed *Duke Nukem: Zero Hour* in issue 28 and this is what we concluded:

"Not quite varied enough but *Zero Hour* is still a brilliantly-executed blasting trip."

90%

A post-apocalyptic world where aliens have taken over? Sounds like fun.

by Daniel Glenfield

Duke Nukem: *Zero Hour* presents a lengthy challenge spread over many, many levels and can prove to be seriously frustrating for many gamers. Duke might have one-liners worthy of any superhero, and the muscles to match, but what good are muscles and cheesy lines when you're completely stuck because you can't find that one elusive item? Even superheroes need a helping hand once in a while.

And that's precisely why we here at **N64** Magazine have put together this detailed level-by-level guide which we'll publish in two installments, this month and next. Now you'll be able to concentrate on the fun stuff in the game without having to endure hours of tedious running around like a headless chicken to find that missing key or switch you need to complete the level. In this month's installment we take you and Duke right up to the second boss, Cyborg Scorpion and help you defeat him. Next month we'll give you a hand finishing the game off.



LEVEL 1: MEAN STREETS

● Once you get near the door you'll be set upon by a group of lizards with blasters, so the first thing you need to do is search the immediate area for extra ammo. Once you're in the corridor with the cola machines and mock-up posters of *Turok: Dinosaur Hunter*, look for a staircase on your right. At the top of this you'll find a handful of enemies. Deal with them before moving over to the second part of the car park. The switches to open the doors are inside the small guardhouse but they're guarded well by more alien troops.



● Outside there is danger lurking round every corner so strafe around each one. The guy standing on the Eager Beaver Truckino is hard to get close to. It's best to hang back and use one shot of the sniper rifle to take him out. Aim for the head and you'll conserve ammunition. If you're short of health shoot the water hydrant and repeatedly press B while standing in front of it for a cool refreshing drink.

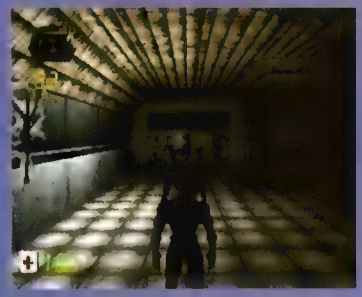


● Make your way to Duke Burger and go upstairs to collect the Key. Don't forget to check out the slogan before you leave – it's hilarious!



● Head back outside and you'll come across a police roadblock. Shoot the lizard in the distance with the sniper rifle and take out the rest of the alien scum loitering nearby. Collect all the weapons you find and turn the corner to watch the helicopter 'land' before heading up the alleyway to your left.

● Eliminate all the aliens in this area and climb the ladder to get on the roof. Look in the corner and you'll see a long line of fans high above the ground. Leap onto them and use this vantage point to kill the aliens. Use the ladders in the alleyway to get up to the Power Generator. Once inside shut it down via the lever on the wall but be prepared for an ambush!



● Drop down to the floor, use the junk in the other alleyway to get over the fence, and let the tank take out the aliens beaming into the street. Opposite the police barricade is a set of double doors with a 'Now Open' sign above them, and inside is a small group of pigs. Make your way through the building until you find a large



hole in one of the walls. Grab the grenade launcher and jump through onto the ground before climbing up the ladder to your left. Bounce the grenade launcher

along the ledge so it explodes at the end, revealing a way back into Duke Burger.

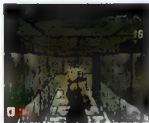
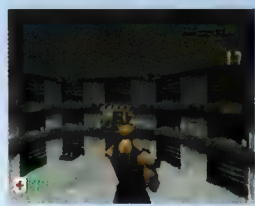


● Exit again and enter the subway through the gate opposite. There's a passage filled with aliens by the train on the left. Fight your way past them to exit the level.



LEVEL 2: LIBERTY OR DEATH

● Run straight towards the gun turret, strafing to avoid being hit, and turn right. Shoot the grate in front of the second turret and drop down. At the end of the main passage is a small door on the right. Once through the door you should head for the high voltage room. Throw the switch here to unlock the gate in the adjacent passage.



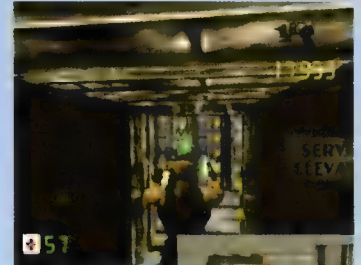
● Use the now-accessible control panel to get to the waterlogged area that holds the Control Key – it's guarded by a group of lizards hiding in the darkness so take care.

● Get back to the main passage and unlock the door with the Control Key. The easiest way to deal with the spiders is to point down at them and fire while walking backwards. They only take one or two hits from even your weakest of weapons! At the next locked door turn around and run to the edge of the platform. Dive down to find a passage leading to a large fan – behind it lies the Pumping Station Key. Use the grenade launcher to destroy the blades and retrieve the key.



● Use the ladder to climb out of the water and go back to the large doors. Once inside the new room throw the switch at the top of the stairs to change the water level (don't worry if you fall; there's a grating cover that leads back to the previous underwater room).

● Drop down to the platform below the grenade launcher and open the door. Swim over the rubble and once on dry land again, drop down to the lower part of it. The next door you come across leads to the Service Pass. Find the lift and go up in it.



● Shoot the gun turret to your right and proceed through the door underneath.



Find the switch upstairs, press it and go down to the lifts in the main area. Press the switch between the lifts and use the one on the left to take you to the final part of the level. At the top of the stairs you'll come to the Power Core.



LEVEL 3: NUCLEAR WINTER

ALPHA:

● Enter the hotel near the start and fight off any zombies that get too close. If you want to humiliate them and make them crawl shoot off their legs with your basic gun. At the end of the hotel you'll find a sawn-off shotgun; use it to blow open the door to your right. This leads to another part of the city.



● Jump across to Duke Burger and go to the subway. The Alpha Power Cell is on the right, but as soon as you pick it up lizards start beaming in. Keep running and then climb up the ladder. Drop down onto the snow and head back to Duke Burger.

● Climb the ladder on the left and run back to the hotel.

DELTA:

● Shoot the droids outside the hotel and drop into the gunk. Get across to the other side, jump up and run over to



the long patch of ice. Once down go right. Enter the building, use the teleporter to beam up to the level above and collect the Delta Power Cell from inside the car park. Exit the building and go right.



BETA:

● Keep moving until you enter the subway. There are more zombies here than you see watching Tottenham on Saturday, so you can either stay and fight or most probably die, or run down the right hand tunnel as fast as you can.

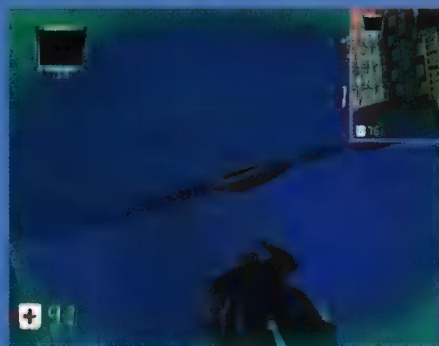
● When you get to the train wreckage

make your way down the disaster area to find the Power Cell Beta at the bottom. Now climb up out of the hole you're in and get back to the icy slope.

● Take the left-hand route this time and find the derelict building. Go into it and run straight to the lift shaft; jump *before* you step inside to reach the ladder. Step into the teleporter and shoot the brain thing so you can cross the gap. Run across the railtrack to finish the level.



LEVEL 4: WETWORLD



● Clamber out of the water straight away – you'll be dead in seconds if you don't. Climb up the ladder and work your way around the top, killing all who oppose you. Be ready for the enemies that beam in to replace some of those you've killed. Grab all the available ammo and open the door at the end.

● Exit the corridor and dive into the water. Swim up the funnel of the overturned ship and at the top you'll find some iron doors. Keep opening them until you find the Key. Get out and swim back to the point where you dived in. Enter the room above you to your right and shoot the barrels. Swim through the



wreckage and up to another part of the level.

● Jump over to the helicopter and across to the locked door. Open it and shoot the gun turret that's firing at you inside. Get outside, shoot the snipers and go across to the plants. Open the nearby door and blow up the barrels to open up a new route. Cross the slime and open the next door.



● Dive into the water and look for a large hole in the wall to your left. Shoot the brain you find inside and swim through the rest of the rooms before you get out of the water. Run all the way up the slope to the tower and you'll have come to the end of the level.

LEVEL 5: UNDER SIEGE



● Get to the tunnel entrance and fight your way past everyone until you reach the hole. Drop down onto the ledge and collect any items you may need before you continue your descent into the bowels of the base.

● Locate the lift and enter the room to the right of it. The Armoury Key is well guarded here, but it's essential for

progressing through the level. Once you have it run back to the armoury and take out the trip switches (you can do this by shooting at the box on the wall). Zombies will appear in the next room when you pick up the gas mask so have your shotgun at the ready. Press the switch in the long passage and leave.

● Use the lift to go up a floor and open the right-hand door. Strafe the energy bolts (they're slow enough to dodge) and destroy



the cannon there to retrieve the Laboratory Key.

● Use your gas mask to enter the laboratory and pull the lever inside. This will not only open up the next part of the base but also free the spiders from their cryogenic suspension. Ready to attack! Defeat them and head for Restricted Access.



● Shoot the barrels to destroy the trip wires and look for a button inside. Once you have pressed it you'll be set upon by a few alien guards, which shouldn't pose you too much of a threat. Cross the walkway and you're at the level's exit.



LEVEL 6: DRY TOWN



● Go to the saloon, shoot the antler's head and go up the stairs at the back of the room. Find a way outside and collect the Plunger. Hop over the fence to get back to the town.



● Search the hotel thoroughly and you'll find the Hotel Key in one of the bedrooms. This will let you access the door to the right of the staircase which you came up (where the pig rolled the barrel down at you) by putting it in the keyhole. Outside lies the Fuse Wire.

● Head on over to Lively Stables and be ready to fight off a group of assailants as the doors slam shut. Upstairs in front of the safe is the Saloon Key. Use it to enter Miner '69er and go up to one of the rooms above. Jump out of the window but *don't* shoot the boulder.

● Swim to the TNT and collect it. Use the boulder to get onto the roof and hop down to the street below.

● Find the Federal Bank and pull the lever behind the counter to call the lift. In the basement pull the next lever and watch out for the lizards. Run around the secret area to get to the level exit.



HOW TO... make an English breakfast out of Boss Pig

The first boss of the game, and boy is he big! Thankfully size isn't everything and Duke proves to be more than a match for him thanks to his superior speed. Boss Pig may be tough but the bigger they are...



● The best tip here is to keep moving. The spiders that scuttle along the ground are more of an annoyance than a threat so you can, for the most part, ignore them.

● Stay on the ground and keep in front of Boss Pig, aiming up at his fleshy body with a rapid-fire gun while keeping your distance. Boss Pig's strongest weapons



are his missiles launched from the back of his tank, which land at your current position seconds after being launched – this is another good reason to keep moving.

● Should you run out of rapid-fire ammo switch to your shotgun, but you'll need to get closer to do any damage. Try staying to the side of Boss Pig, preferably on another level, so you've got enough room to manoeuvre.



LEVEL 7: JAILBREAK



● In the chamber to your left (behind the iron doors) is the Boiler Plate. You'll find it on one of the beds. In the next chamber lies a second Key and in the third room you'll discover the Doctor's Bag.

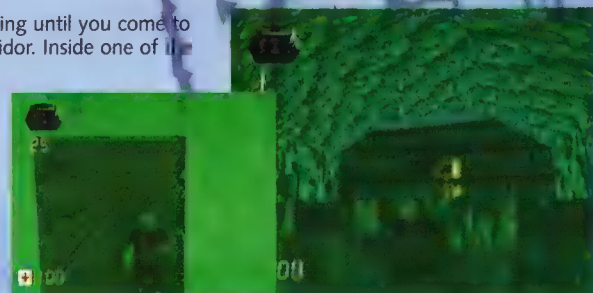


■ Walk back to the area with all the aliens you've just killed and use the Key on the locked door. You'll find a small area littered with tables and a few enemies firing



watchtower further along and collect the fourth Key.

■ Keep walking until you come to the final corridor. Inside one of the rooms you'll find a passage leading to a very large cave. At the end you'll come across the level's exit.



at you from up above. Run along to the left and from this corner slowly move along, killing them one at a time, then climb up the ladder on the other side. Grab the third Key and walk down the other corridor.

● Kill everything that moves in this room but *don't* throw the switch on the wall as the alarm system and it'll activate the trip mine. Climb the

LEVEL 8: IN A WORLD OF SHIP

■ From the start wade over to the small island on your left. Use the transporter to beam into the station above and shut down the defence systems. Get back to the start and then jump over the handrail onto the ship.



■ Find the kitchen and clear it of all its

'unhygienic influences' to get to the banquet hall. Just after that turn left and pick up the Boiler Plate from one of the rooms. Exit and go the other way until you come across the stage area. The Level 1 Security Key is opposite, guarded by another alien.



■ Unlock the Level 1 security door and in between the two panels is a door. Open it and use the warp to get to the lower part of the ship. Ignore the coal and keep running, through the wooden corridor and into the room that's full of crates. A new type of alien will appear from one of them, and it's super tough so retreat and use the corners as cover from its attacks while you pick it off.



■ Once past the crates take the door and find the Level 2 Security Key. Step in the left transporter and run through the large hole that the alien comes from. Avoid the Level 3 security check by going through the bar, but be ready to take a few steps back as there's an ambush planned.



■ Shoot the eggs from a distance and wait for the toxic gas to dissipate. Just touching them will release this toxin into the air, so clear them all before collecting the Level 3 Security Key.

■ Use the key to open the Level 3 doors and grab a new piece of hardware before storming back to the transporters. Use the gamma gun to defeat the tough aliens that appear and open the security doors (look out for one more alien nearby!) to get to the bridge. Collect the Level 4 Security Key and get to the other transporter.



■ Open the next set of doors and step into the transporter to be taken to the end of the level.



LEVEL 9: FORT NUKEM

● There are cannonballs flying all over the place at the start so it's best to keep running. Watch out for the boulders that fall down on you – keep to the left and you can avoid them and continue forward.

■ Once at the fort, deal with the party of aliens and enter through the doors on

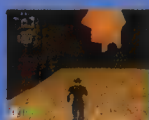
the left. Climb the ladder you see and fight through the rooms to get to the locked door. One of the pigs nearby has the Key and needs to be relieved of it in the usual manner.

■ Keep going through the rooms until you get outside and find the lever on the

wall. Use it to open the door opposite and step inside. It will slam shut and you'll be locked in. Stay by the door and fight the lizards as they appear; once they're all dead the next door will open.



- Keep on going and drop down into a room with another lever in it. Pull the lever to open the large gates and step outside. Fight all the enemies there and eventually the second set of gates will open. Run past the ambush party and head for the door in the left-hand corner to escape. Upstairs is a door that leads back outside.



- Run around the back of the small bunker to get past the burning carriage and climb up. When you get to the locked door drop down and run past the arrow traps in the yard to get the second Key. Climb back up and open the door.

- Use the lever you find inside and go back to the

yard (where you found the second key). Walk through the doors to get back to the start of the fort where you will see another set of doors open. The level's exit is in here.



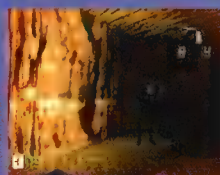
LEVEL 10: PROBING THE DEPTH



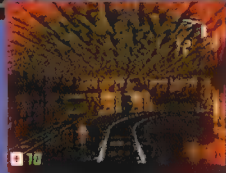
- The wooden platform in front of you at the start will take you down to the mine. Once there keep running to escape from the boulder rolling after you. Climb the ladder up to the mincart but step to the side as a second one comes

racing in from the left. Kill its occupant and search the area where it came from for some extra ammo.

- Hop into the first mincart and prepare for a ride! If you've got a rapid-fire weapon switch to it as it makes long range shooting easier. Ride the mincart to the end of the track and jump out.



- Shoot the dynamite-throwing pig and jump in the next cart. Do the same as before, but when the track dips get ready to bail out before the cart flies off the rails. If you time your leap just right (at the top of



the jump) you should land on the rocky ledge on the other side.

- The rocks over the lava will sink quickly so a few quick jumps are in order. The passage on the right holds a stash of ammo but you'll have to be good to get it!



- Jump into the nearby mincart to ride on. This one also comes

off the rails, so you need another leap to cross the lava pool. You'll have to complete the level on foot but it's not far. A lizard in a mincart turns up in the next room, but by strafing you can avoid his blaster. Enter the next room and you're at the end of the level.



HOW TO... run rings around Cyborg Scorpion

A most dangerous adversary, Cyborg Scorpion comes with a spread gun built into his tail as well as two large homing cannons. Add to this lava flowing all around and you've got the ingredients for a challenging fight!

- Stay on the main island as much as possible: not only do you have to avoid the lava but you also become more vulnerable on the



outskirts of the area. Don't wander too near to the edges either – they're not of equal size and you can easily fall in.

- You've got to circle strafe to avoid the blaster cannons from homing in on



you. Stick close to Cyborg Scorpion and keep the circle tight to outrun the blast. Always keep an eye on his front arms to see which one is raised – this'll be the one that fires.

- The spread gun is easily avoided by strafing to either side, but remember it can shoot left and right not just straight forward. The tail will move into position before firing making it obvious when it's about to happen.

- The scorpion's only weak spot is its head and even that is well armoured. Plenty of hits are required for a kill so don't take any chances when dodging attacks – you need to conserve as much energy as you possibly can to see this one through.



HOW TO... win the mini N64 Championship in RACING SIMULATION: MONACO GRAND PRIX



It's fast, it's furious and it's fancy-free. Come and join our bid to reach the podium...

WHAT WE SAID



We reviewed *Monaco Grand Prix* in issue 27 and this is what we concluded:

"The result of a lot of hard work by Ubisoft, *Monaco Grand Prix* is fast, furious racing fun."

87%

by James Ashton

It may have some odd driver and car names but *RSMGP* (as we like to call it) is the racing game of the moment. So are you good enough to win the marvellous N64 trophy? A bit of practice and these tips, and you soon will be.

The N64 Grand Prix: rather than race an entire season of Grand Prix's, the N64 Mini Championship is based on four of the racing calendar's blue riband events – namely the Grand Prix's at Monte Carlo, Silverstone, Monza and Hockenheim. The winner of the championship will be the

N64 reader who achieves the quickest aggregate time for laps of each of these circuits.

To qualify, lap times must be achieved on 'Simulation' difficulty level and in the Time Attack section of the game. Your entry time will consist of your fastest laps at Monaco, Britain, Italy and Germany added together to produce one overall time. You can use any team, with any settings, but lap times must come from Time Attack and not from races with other cars on the circuit. Turn to page 87 for details of how to enter.

HOW TO...

Choose your team

As in real life, there are only five teams or so in *RSMGP* with any real chance of Grand Prix success. While the game rates the drivers under four categories – Speed, Aggression, Defensiveness and Experience – all four only really apply when the CPU is controlling them. When it comes to choosing a driver for yourself the only real factor to consider is Speed, so we've ranked them accordingly. Choosing a racer not in this list would be suicide. (Out of interest, we've added who we think the teams and drivers correspond to in real life.)

Rank	Name	Team	Real Name	Real Team
1	T Zaggitan	ELITE	Mika Hakkinen	McLaren 98
2	N Humigger	Firenze	Michael Schumacher	Ferrari 98
3	M Colyart	ELITE	David Coulthard	McLaren 98
4	J Vanteeve	McKinley	Jacques Villeneuve	Williams 98
5	T Wine	Firenze	Eddie Irvine	Ferrari 98
6	Z Burts	Newton	Alexander Wurtz	Benetton 98
7	A Hansfazen	McKinley	Heinz-Harald Frentzen	Williams 98
8	D Mill	Jasper	Damon Hill	Jordan 98

Track 1 – Monaco

Monaco is the tightest of all circuits and barely suited to high speed modern driving (only tradition and the money it brings in keeps it in the F1 season at all).

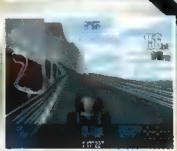
1 In: 142MPH, 4th gear
Out: 43MPH, 1st gear
Don't run wide, it effectively adds another corner to your race.

5 In: 111MPH, 4th gear
Out: 40MPH, 1st gear
Hard brake, no power until car is straight

2 In: 118MPH, 5th gear
Out: 63MPH, 1st gear
Full throttle here.



3 In: 113MPH, 4th gear
Out: 81MPH, 2nd gear
Brake first at Zebra crossing, feather throttle through to Casino square.



4 In: 118MPH, 5th gear
Out: 41MPH, 1st gear
Another area where you must not run wide. Power onto straight.

IDEAL CAR SET-UP

Wings	Front: 17°	Rear: 16°
Suspension	Front: Hard	Rear: Soft
Tyres	Soft	
Steering	25°	
Brakes	Front: 58%	Rear: 42%
Body Height	Front: Low	Rear: Low
Gearbox	1st 13 3rd 24 5th 35	2nd 18 4th 29 6th 40



6 In: 97MPH, 3rd gear
Out: 23MPH, 1st gear
Hardest corner in GP racing. Brake hard, careful throttle through corner to avoid stopping.

9 In: 118MPH, 5th gear
Out: 78MPH, 3rd gear
Full throttle.

7 In: 113MPH, 4th gear
Out: 63MPH, 1st gear
Resist temptation to accelerate up to this. You need a perfect exit line to get through bend 8.

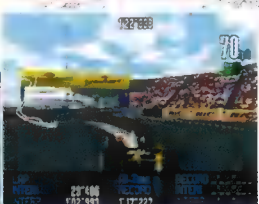
10 In: 118MPH, 5th gear
Out: 78MPH, 3rd gear
The exit to this bend is in a tough position. Learn where the exit is and concentrate on steering towards it through the bend. Too much throttle too soon will take you into the barrier.

8 In: 118MPH, 5th gear
Out: 45MPH, 1st gear
Easy enough if you start in the right place, but that depends on your line through corner 7.

11 In: 118MPH, 5th gear
Out: 78MPH, 3rd gear
Easy corner.

12 In: 118MPH, 5th gear
Out: 63MPH, 1st gear
Don't worry about the kerbs, try to take this chicane as straight as possible.

13 In: 118MPH, 5th gear
Out: 89MPH, 2nd gear
Harder chicane, you need to be on the right line at the exit.



14 In: 118MPH, 5th gear
Out: 63MPH, 1st gear
Watch barrier and try not to catch rear wheel on right-hand side.

15 In: 118MPH, 5th gear
Out: 63MPH, 1st gear
Very tough corner. Must be ready to switch left after right.

N64 Record Lap = 1:20.056

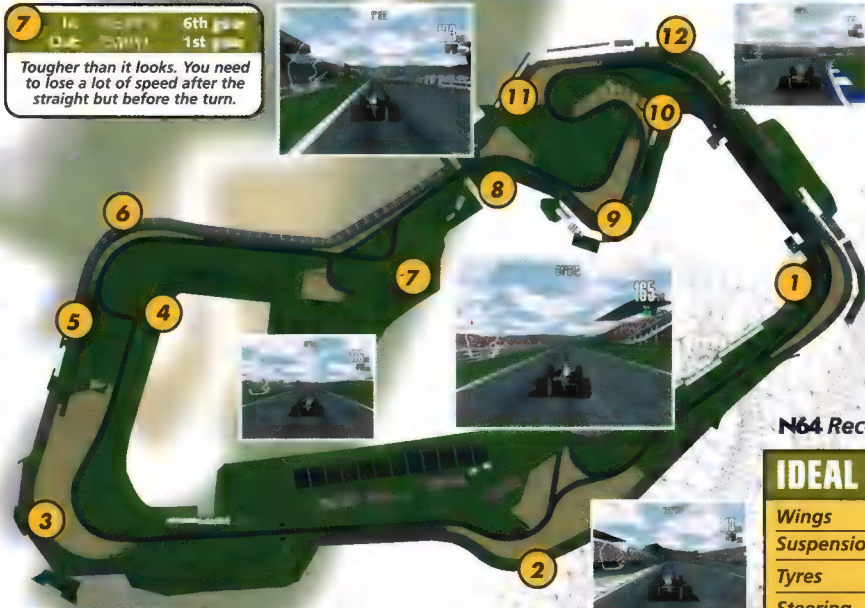
Track 2 – Great Britain (Silverstone)

One of the great modern circuits with some immensely fast straights and some tight, technically demanding corner complexes in its latter stages.

1 In: 141MPH, 4th gear
Out: 44MPH, 1st gear
Backing off the accelerator should be enough to get you round this without any problems.

7 In: 118MPH, 5th gear
Out: 51MPH, 1st gear
Tougher than it looks. You need to lose a lot of speed after the straight but before the turn.

2 In: 141MPH, 4th gear
Out: 120MPH, 3rd gear
Again, avoid braking until the very last part of this section. Get the line right and you shouldn't need to.



3 In: 104MPH, 3rd gear
Out: 104MPH, 6th gear
Heavy braking at the end of the straight should allow you to accelerate all the way through.

4 In: 118MPH, 5th gear
Out: 118MPH, 6th gear
Massive braking before entering the left, line up for right-hander and accelerate gently.

5 In: 118MPH, 5th gear
Out: 118MPH, 2nd gear
Easy if you did corner 4 correctly. Steady acceleration only, though.

6 In: 118MPH, 5th gear
Out: 130MPH, 4th gear
You should already be slow enough just to accelerate straight through this.

10 In: 141MPH, 4th gear
Out: 141MPH, 4th gear
Not difficult, but it's essential you exit on the right racing line ready for corner 11.

11 In: 140MPH, 4th gear
Out: 70MPH, 1st gear
Not enough braking and you'll understeer out. Too much acceleration, though, and you'll oversteer into a spin.

12 In: 141MPH, 4th gear
Out: 141MPH, 4th gear
Treat as a straight.

N64 Record Lap Time = 1:26.027

IDEAL CAR SET-UP

Wings	Front: 12°	Rear: 11°
Suspension	Front: Hard	Rear: Soft
Tyres	Soft	
Steering	+25°	
Brakes	Front: 60%	Rear: 40%
Body Height	Front: Mid	Rear: Mid
Gearbox	1st 15 3rd 25 5th 37	2nd 20 4th 30 6th 44

8 In: 118MPH, 5th gear
Out: 118MPH, 4th gear
You can accelerate straight through this.

9 In: 182MPH, 6th gear
Out: 182MPH, 1st gear
Harsh braking before you turn in. This is the start of a tough section so be sure to concentrate on keeping the right line.



Track 3 – Germany (Hockenheim)

The power circuit of the F1 year: all that matters here is speed, timely braking and hoping that your engine doesn't blow with all the effort.

1 In: 148MPH 11th gear
Out: 3rd gear

You shouldn't need the brake here, release the accelerator, turn in and accelerate through the second half.

2 In: 130MPH 6th gear
Out: 1st gear

Very heavy braking at the end of the straight. If you turn in with the brake on, you'll spin instantly. Likewise if you get on the power too early as you leave you'll flip out.



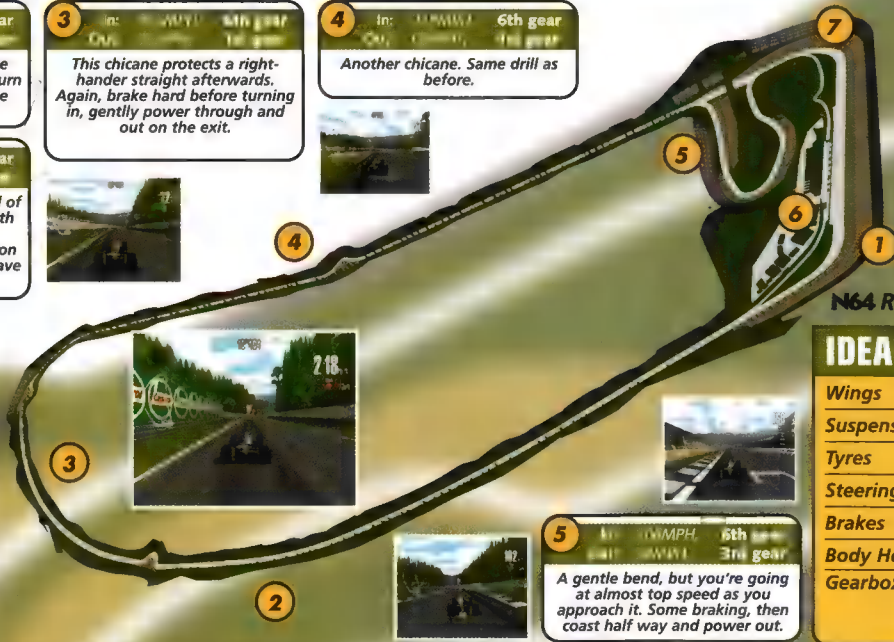
3 In: 140MPH 4th gear
Out: 1st gear

This chicane protects a right-hander straight afterwards. Again, brake hard before turning in, gently power through and out on the exit.



4 In: 140MPH 6th gear
Out: 1st gear

Another chicane. Same drill as before.



6 In: 140MPH 4th gear
Out: 2nd gear

A long hairpin. Brake to enter and balance throttle through the bend to stay on the racing line.

7 In: 50MPH 5th gear
Out: 130MPH 4th gear

Brake for entry and then balance the throttle carefully as the exit of this corner goes on for a long time.

N64 Record Lap Time = 1:44.129

IDEAL CAR SET-UP

Wings	Front: 0°	Back: 0°
Suspension	Front: Hard	Rear: Soft
Tyres	Soft	
Steering	+23°	
Brakes	Front: 60%	Rear: 40%
Body Height	Front: High	Rear: High
Gearbox	1st 20	2nd 27
	3rd 24	4th 40
	5th 46	6th 52

Track 4 – Italy (Monza)

Another high speed power circuit, and it's all too easy to leave the track, take an unintentional shortcut and have your lap time disqualified.

1 In: 140MPH 6th gear
Out: 2nd gear

The nightmare double chicane at Monza can spin you off before you've got going. All the important braking takes place before the corner, the rest is careful throttle balance.

2 In: 140MPH 5th gear
Out: 6th gear

Accelerate straight through, but hold the racing line or you might just come off.

N64 Record Lap Time = 1:15.898

IDEAL CAR SET-UP

Wings	Front: 2°	Rear: 2°
Suspension	Front: Hard	Rear: Soft
Tyres	Soft	
Steering	+20°	
Brakes	Front: 50%	Rear: 50%
Body Height	Front: Low	Rear: Low
Gearbox	1st 17	2nd 25
	3rd 32	4th 39
	5th 44	6th 49

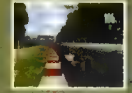
3 In: 140MPH 6th gear
Out: 1st gear

Not as hard as the first chicane, but again, get all your braking done before turning in and don't put a wheel over the kerb.



4 In: 140MPH 4th gear
Out: 2nd gear

Deceptively tight bend. You may get through without braking first but only the brave will try it.



5 In: 150MPH 9th gear
Out: 2nd gear

Braking is definitely needed before the start of this corner. A good exit line is essential to get full advantage from the straight.



7 In: 140MPH 2nd gear
Out: 120MPH 4th gear

Accelerate straight through and keep to the racing line. It only works if you were in the right place to start with though.

6 In: 140MPH 6th gear
Out: 1st gear

Hang on to the brake for all you're worth. You must get the exit to this chicane just right or you'll mess up the next bend.

8 In: 140MPH 6th gear
Out: 5th gear

A tight bend that opens out. Brake hard to about 100MPH and then accelerate gently through onto the straight.

Vrooom!

Ahem. Sorry about that. Here's my entry for the **N64** Mini Monaco Grand Prix Racing Simulation 2 Championship.

Monaco My name is

GB And you can send my trophy and champagne to

Germany

Italy

Total Time Thanks

HOW TO...

Prove your times and enter the Championship

The Time Attack records chart only exists in Simulation mode and that's what we need to see. You can either take a photo of the screens for the four races (Game Boy camera acceptable) or video them all. The only important thing to remember is that you MUST add the four times together to get your final entry score. We'll be opening a new league in I'm The Best for these tracks, so even if you don't win, there's still a good chance your name will appear in **N64** Magazine.

I achieved my time using a PAL version of the game on Simulation difficulty and I have included video/photographic/Game Boy printer pics* of my times.
*Delete as Applicable

FIVE GOLDEN RACING RULES

1 Brake in a straight line. Brake and turn and you'll spin. As you approach a corner stop braking the moment before you start to steer into the corner.



2 Use an Automatic car. Yes, we know it's cheating, but the game is impossibly hard otherwise. If you are a masochist, we've put in the gears we think you should be in for each of the corners on each of the four courses.

3 Accelerate through corners, but not too hard. The biggest problem with button acceleration, is that the only way to accelerate gently is by tapping. The faster your tap the harder the acceleration. Hold the button down in a tight corner and you'll spin.



4 Set-up your car for each race. The most important variables for time-trialing are wing, steering and gear ratios. We've included some suggestions in the track guides.



5 Use the racing line. The one provided by the game (the dark patch on the track) is pretty good, showing the fastest route around the circuit. Don't turn it off or ignore it.

Club 64 HOW TO WIN THE PAL PAL CHAMPIONSHIP NINTENDO 64 PAL



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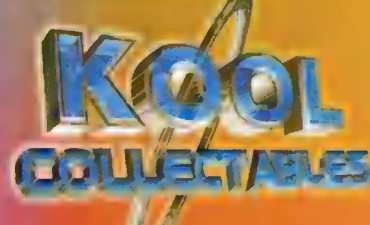


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Vroooooom!

The Rules

- All entries must be accompanied by the appropriate evidence (using the form opposite (photocopy or hand-drawn copy acceptable))
- Competition only open to PAL gamers
- All entries to arrive in the N64 office by 20th June 1999



△ Mt. Schneider, with family whip. Nice!



△ Jump over the logs. Boy Vampire attack! Best get out! Now!



HOW TO... beat the hardest parts of CASTLEVANIA

WHAT WE SAID



We reviewed *Castlevania* in Issue 27 and this is what we concluded:

"The all new 3D *Castlevania* delivers blood-drenched, atmospheric shocks aplenty."

82%

"The name's Schneider. Reinhardt Schneider. Stop laughing..."

by Daniel Glenfield

This is probably the most atmospheric game yet in a series that has peaked and waned over ten years, dating right back to the days of the NES, when Simon Belmont was the local hero.

But times change. The young have grown old and a new generation of vampire hunters have been born into a world that is once again threatened by the evil of Count Dracula. From the shadows steps a man whose blood

condemns him to battle the very essence of evil itself. That man's name is Reinhardt Schneider (and if that doesn't scare Dracula we don't know what will).

On to the guide itself then. Rather than lead you by the hand through the game from start to finish we've restricted our pearls of wisdom to the toughest parts you'll encounter, most notably to the bosses themselves, to help you on your quest to quash evil.

GENERAL TIPS

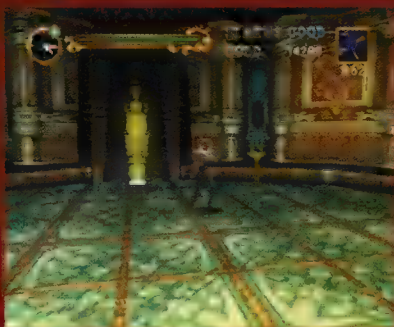
A few tricks every vampire-hunter should know...

WHICH CHARACTER?

First-time adventurers should start off with Reinhardt, which will give you the more action-based route through the game. Then move on to Soma once you've learnt to live with the in-game camera, as her path requires some tricky jumping later on.

TWO-HIT COMBO

Only Reinhardt possesses



this technique. If a group of enemies is closing in fast use the whip to attack one of them, then rapidly stab the Left+C button. Reinhardt will pull out his sword and spike the nearest foe with it, keeping them at bay. This avoids the annoying delay when using the whip, which can cost you precious energy.



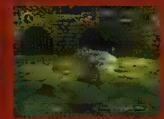
FASTER, DAMMIT!

You can move around Castlevania quicker by tapping the A button while you run. Handy for outrunning Chainsaw Eddy.



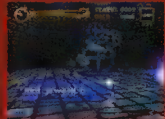
THIRD WEAPON

We recommend keeping holy water as your third weapon, as the flames last for ages and do plenty of damage. It's also handy for when you're being chased, especially in the labyrinth.



FINDERS KEEPERS

Press the action button (Right-C) when you're near cupboards, statues and other things to discover useful items such as money, jewels, and food.



GIANT SKELETON

● Stay back and let him growl for a bit. Now run towards him and when you're close jump up and attack. If you're close enough you'll hit him instead of the skeletons chasing after you.



● Once you've smacked the giant skeleton a couple of times



he will skulk off to another area. Chase after him but make sure you wait until he stops before striking, as you may collide with the boney one while you're running.

● His bone-swing attack can be easily jumped over, and it will destroy any skeletons close to him when he uses it.

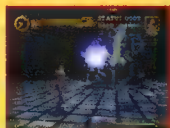
FIRE BREATHING SNAKES



● Hold the action button to yell, which is necessary for locking doors.

the flames to keep you alive. After enough hits the skin will become burnt and charred, and the snakes things get a little bit lumber.

● The snake will now use a chain-swing attack, impossible to dodge by any means, and instead the player must jump over the snake, then run up and reach it.



head. Just hit it the once and it will die. You can quickly run back to the safety of the Sun to avoid a running. Lower the player to lower the hit count, although you must come out of hiding between flames otherwise the snake will attack by swing through to lock you.

● For the final quest, it's in the same area as a little quest in the area. As long as you have a full health, you should be able to do the quest. The quest is to find the key to the tower.



When you're being chased by a snake, and the snake is the enemy of the area, destroy the snake. The snake will attack you when you get close to it.

HOUNDS OF HELL

● Holy Water is useful to have here. You can collect some on your way down from the top of the left tower by jumping onto the pillar in the centre.



● As the dogs appear, run over to the right where you'll see a platform high up. There is an invisible ledge before it, so

jump early to grab hold of it and pull yourself up. Stand on this and use holy water and your whip to attack the dogs. If you're using a cane you can stick to your energy balls, but don't use the charged version as the dogs can overrun it until it dissipates.



● Once the first row are beaten, return to wait on the right. More will come from the reaction for you to do next.

CHAINSAW EDDY – LABYRINTH

● For starters, how do you fancy filling your napsack with a full complement of roast chicken? As you enter the maze keep going until you meet up with the gardener (who we've affectionately named Chainsaw Eddy). Once you have his attention run to the bridge just before you meet Malus and wait for Eddy to pose in before jumping over the side. Eddy will freeze on the spot, unable to move until you leap back onto it. Now attack him from this vantage point until he faints, whereupon you hop onto the bridge and see what goodies he's relinquished. More often than not there'll be a tasty snack for you to collect. Repeat until you can't hold anymore. Knock Eddy out again and run over the bridge to meet Malus.



straight on, right, right, right, straight on, and left at the courtyard to come to a long, long stretch. Turn right to find Malus waiting by the door.

TOP TIP: When you're being chased jump to go faster and throw holy water on the ground to slow down your pursuers. If the

dogs get close jump to avoid their bite, but if they get hold of you press Left-C to attack them before Eddy gets near.

● After seeing him out of the maze turn around and look for a torch on the left. Inside is a key. Unlock the gate and get back inside the house.

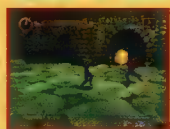
● Get back to the labyrinth and keep running and jumping to avoid your enemies. Turn right at the tower and unlock the door to leave the maze.



Turn left and open the door. The following directions are for the junctions in the maze: right,



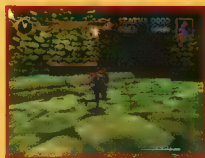
HOUSE VAMPIRE AND GIRL VAMPIRE



● Keep moving, and avoid the laser beams. The laser beams are extremely fast and aim to kill you instantly. Carry a large tank of holy water in the key hole.

and a bottle of holy water. When you're ready, take the key and run away. If you have the key, you can't be killed.

● When he jumps into the air, keep running and jumping and he should miss you. Turn around and attack him a few times to punish him for his greed.



● When he gets tired, he will try to keep his body at rest. Stay on the floor, while attacking and wait for her to get off to the edge of the area.

● Her main form of attack is to summon bats and send them towards you. Turn to face her and watch the attack. But when the bats will invade from.



Get close to the wall and, when she jumps, throw some holy water. Wait for her to die.

GIANT BULL

● Immediately run around to his hind legs. Use the two hit combo with Reinhardt, and your secondary attack with Carrie. He will now run away, only to come charging back at you. Run left, and jump to avoid his headbutt. Attack the hind legs once again.



● His energy beams may look flash, but they are easy to avoid. When he rears up on two legs, run left or right, and jump the second he shoots out the beam. Keep running to avoid the explosion. As for his low beam, simply run as before, but wait until it gets near before jumping. Leap too early and it'll catch you on the way down.

● Just avoid his headbutt and attack the legs to wear him down. You'll receive a Roast Beef for your troubles.



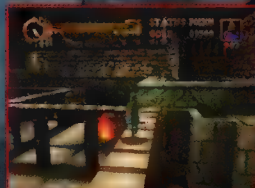
CARRYING THE NITRO



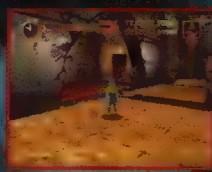
● Let's get the hardest job done first. Take the route through the cog room and past the inventions (remembering to get the beef on top of the blimp) and grab a bottle of magical nitro. Remember — you mustn't jump or get hit while carrying this stuff.

● Go back through the castle until you are back in the cog room. Move along the ledge against the wall and across the narrow walkway leading to the other side of the room but be quick to avoid the fireballs from the lizards below. Run through the trench to the cogs and get into one of the grooves.

Walk around until the second cog is about to squash you, then rip out just before it does. Get up the ramp and through the door.



● From here get to the long hall with the bikers. Beat them and open the large doors to the cracked wall with the seal on it. Set the magical nitro and go back upstairs, this time skip the cog room and take the other door.



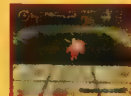
● As you reach the bottles of nitro for the second time Malus will be there. Speak to him and carry one of the bottles back to the wall you passed moments earlier. Speak to the lizardman to get the key to the Torture Chamber. Run back downstairs to the bikers and unlock the door.

Fight past the vampires to retrieve some Mandragora, then run back up to the nitro. Set the Mandragora down and destroy the wall before moving up through the library to the astronomy room.



● You need to arrange the goddesses in the correct order. Gold is the second child of the sun, Red is the fourth, and Blue is the eighth. This will remove the magical seal from the cracked wall downstairs. Now you can grab some more Mandragora and blow up the wall. Save the game and release the crystal's energy. Can you guess what is about to happen?

ROSA (REINHARDT)



● Her attacks are mainly come in the following order: Sword, Energy Staff, Fire Arrow, Ground Slam.

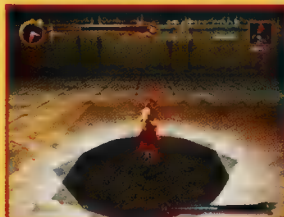
● When the arrows fly towards you, get out of the way to avoid her sword. Turn around the wheel to see her strength.

● Move around to the energy staff. She'll damage it and you'll stand by her.



● When the arrows appear above her head, run in a circle, and jump before they reach you. These are difficult to avoid.

● Rosa's ground slam can't be avoided, but it can be jumped over very easily. Her attack pattern will have repeat, look at the table above. You get in some hits, but her with your Whip and Holy Water.



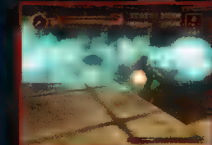
FERNANDEZ WARRIOR (CARRIE)

● Run in a circle around her, using charged energy shots to home in on your enemy. When her energy balls get close to you, simply jump to put some extra distance between them and you. She will most probably send out another three after this, but keep running to avoid being hit.



● If you get too close to her she will summon a cloud of smoke to protect her. Stay a safe distance away to prevent her from using this attack.

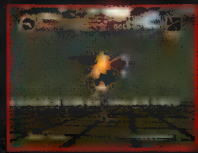
● She won't make an effort to avoid your shots, so it's only a matter of time before she weakens and you can kill her.



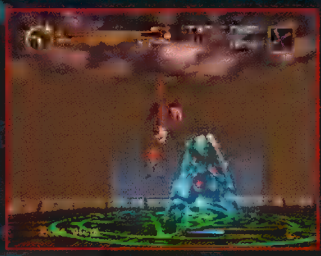
DEATH (REINHARDT)

● Ignore his sickles and chase after him. Jump and whip to harm the Grim Reaper, always moving to avoid his attacks. If you're really

quick you can kill him before he's had a chance to use many of his spells.



● His magic, for one supposedly so powerful, comprises of a few giant fish. How scary. Having said that they can do a lot of damage, but as long as you're jumping and whipping him he should be dead before you lose too much energy.



ACTRISE (CARRIE)

● This is a circle around her feet, much as you do against the Tera-did. Watch out a few of these can hurt you. They're charged, but you can't jump over them. They'll charge if they see you.



● Repeat the process, dodging her ice attacks as best you can. You may have to use the Touch Strap up you've collected.



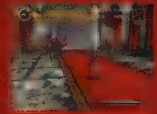
DRACULA



Before you fight him make sure you've used the contract in the previous level to purchase much needed supplies. You can also shimmy around the back of the Count's tower to find some items.

● Stand still and let Dracula appear close to you. Jump up and attack, aiming for his head. This should halt any attack he tries to perform and should cause him to reappear somewhere else.

● His firebats can be killed to reveal items, particularly Roast Chickens, which are always handy when battling the undead.



● Keep aiming for his head and it shouldn't be long before you've beaten him.

REAL DRACULA

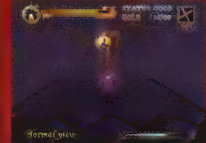
● Don't stand still - his fireballs do lots of damage. As long as you're always moving you've got a chance against him.

● When the pools of light appear use the R button to swing the camera around behind you



and check the four corners of the arena for the Dark Lord. If he's close run up to him and attack from close range. His fireballs will normally miss you or you'll destroy them to reveal an item of some kind.

● Always stay by one of the corners, as this gives you a good chance of striking Dracula should he appear. Just dodge his fireballs if he doesn't show up nearby. If he tries his firewall attack just stand there and whip him. You will take some damage, but not much.



FINAL INCARNATION

● As Carrie this is a lot easier as you can just stay well away from the boss and circle him, firing charged shots to beat the evil one. His attacks can be jumped away from, and your energy bolts will home in on him to easily defeat him.

● As Reinhardt things are a little harder. You need to stay close to him to be able to use your whip and holy water, which proves to be a problem as this is where you'll take the most damage. Throw down the water to burn him and use the whip to lash him as much as possible before he knocks you down. Snack on a Roast Chicken before continuing the fight, throwing everything you've got at him until you get knocked back down again. Keep your energy levels up and keep attacking until he's finally destroyed.



SECRETS:

HARDER DIFFICULTY SETTING

Collect the Special 1 jewel from the Forest Stage (it's on a floating platform adjacent to a bone throwing skeleton) and complete the game. Save after the credits and you can now go through it all again, only this time enemy strength has been greatly increased!



REINHARDT'S SECOND COSTUME

In the Tower of Execution you'll find a key before the end of the level. Go back and climb up to

unlock the large door, whereupon you can jump down to get the Special 2 jewel. This prize lets you use Reinhardt's second costume after you finish the game.



CARRIE'S SECOND OUTFIT

At the end of the Tower of Sorcery there is a floating platform with a torch on it. Use a

few vials of holy water to find the invisible ledge leading to it and collect the jewel. You will now be able to wear Carrie's alternative clothes after you beat Dracula.

VINCENT THE VAMPIRE

If you spend too much time getting to the Count, either by wandering or by using too many Sun and Moon cards, Vincent will get to Dracula first, and promptly fail to defeat him (this is your quest after all). When you get close to the evil one Vincent will attack. This also leads to you seeing the 'bad' ending.

HELP WANTED!

Experts wanted to write game guides. Excellent rewards!

Apply 

Another Help Wanted means another N64 reader feels the full effect of a limited edition N64 record bag, designed by our very own Wil Overton™. Record bag, you say? Yep, well, it's really very simple to obtain.

All you have to do is take a game you've played to death and do something different with it. We don't mean hang it on the washing line or run through the streets naked with it wedged between your thighs. No. Instead, we want you to draw up a guide to your favourite game specifically detailing an area of it that's never been touched on before. Like *GoldenEye*'s death-in-cut-scenes, *Zelda*'s reviving Fairy locations or *Mission: Impossible*'s walking-on-water quirks. All topics that we've featured within these pages over the last few months.

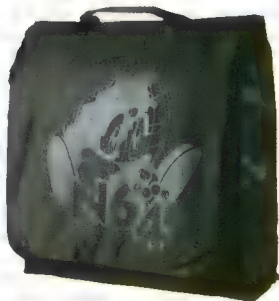
THE RULES

- Your guide should be about 600 words of expert advice on a game that you know inside out, back to front and, generally, like the back of your hand.
- Don't try to write a guide for the whole game. Rather, try and focus on just one aspect and produce a definitive guide to that. For instance, in this issue David has concentrated on the power-up locations in *Rogue Squadron*.
- Don't worry about pictures too much. Wil and his army of art monkeys will sort that out. It's detailed writing that matters.

Please send your contribution to:
Help Wanted, N64 Magazine, 30 Monmouth Street,
Bath BA1 2BW.


Remember to include your name and address, so we can a) credit you, and b) know where to send your record bag.

And one final thing: your entry will probably stand a better chance of getting printed if you do something a little bit different, and on a not-so-obvious game – there's nothing wrong with a multiplayer guide, for example, but we'd rather not run one every month.



HOW TO... find the power-ups in

ROGUE SQUADRON



By David Gosling

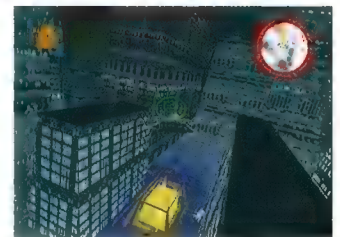
Ah, *Rogue Squadron*. Although it has its faults – a bit slow, too much fogging – it's easily the best Star Wars game on any console. Taking down an AT-AT in a speeder, running a blockade in an X-Wing... the Star Wars 'feel' is fantastic. And it's not easy, either. So, to help you get those gold medals, here's David's guide.

Spread out over the 16 main levels are eight different power-ups. These upgrade the spacecraft that use that particular weapon. They make the game a lot easier, and if you're going to get a gold medal on a level that contains one, it must be picked up. To get these upgrades fitted to your ship, all you need to do is collect the power-up and finish the level.

1 DEFECTION AT CORELLIA

ADVANCED PROTON TORPEDDES

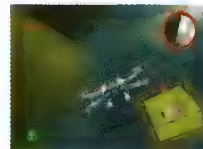
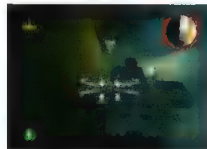
After saving the prince from the tech centre, start heading back to the main city for the next objective. Set a course slightly to the right of the objective finder and you'll soon fly over a smaller city. The power-up is found here in-between two long buildings. Dive into the city to collect it.



2 THE JADE MOON

ADVANCED SHIELDS

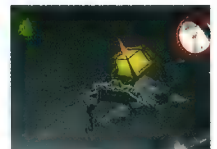
If you head left from the beginning, you'll find a crater guarded by two missile turrets with a yellow glow coming out of it. Destroy the turrets then fly into the crater to find a building and another missile turret. Blow up the third turret, and then the building, to find the power-up.



3 IMPERIAL CONSTRUCTION YARDS

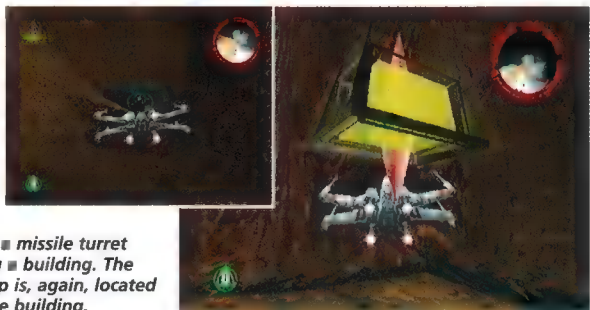
ADVANCED BOMBS

After destroying the radars fly over the AT-AT towards the TIE factory. Once there, turn 90 degrees left and fly to the second factory. Destroy the missile turret and then shoot the circular building in front of it to release the power-up.



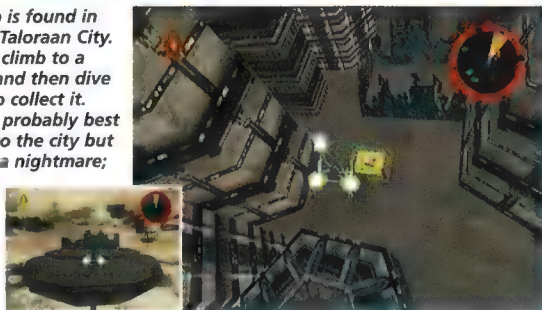
4 PRISONS OF KESSEL SEEKER MISSILE

On the second prison stop, there is a ledge behind the TIE pad. Here you will find a missile turret guarding a building. The power-up is, again, located inside the building.

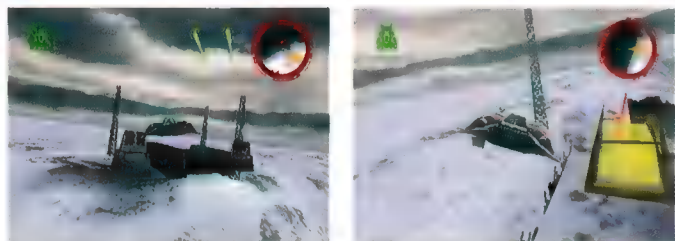


5 BATTLE ABOVE TALORAAN ADVANCED BLASTERS

This power-up is found in the middle of Taloraan City. You'll have to climb to a high altitude and then dive into the city to collect it. The A Wing is probably best for getting into the city but getting out is a nightmare; whichever craft you use, it's nearly always a one-way ticket.



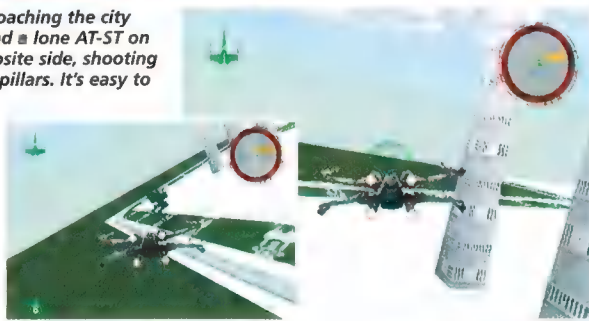
6 ESCAPE FROM FOST SEEKER PROTON TORPEDOES



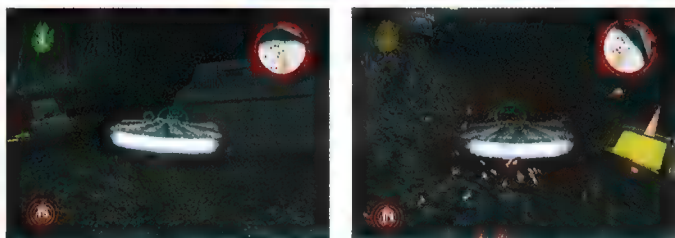
The power-up is located on the ridge behind the research centre. If you fly to the right of the research centre you'll find a barracks guarded by two gun turrets. The power-up is in the building.

7 ELDUCKATE ON CENDRILA ADVANCED BOMBS

On approaching the city you'll find a lone AT-ST on the opposite side, shooting at three pillars. It's easy to take out the AT-ST and in doing so you receive your power-up.

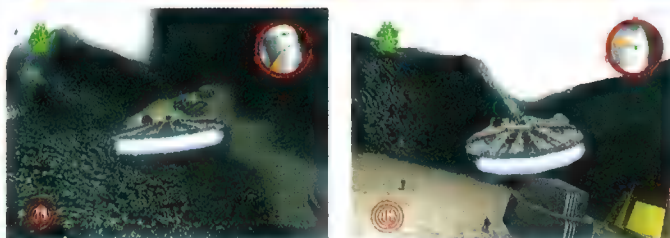


8 RAID ON SKILLIST SEEKER PROTON TORPEDOES



Next to the TIE pad is a large, grey square building, embedded in the volcano. One bomb will destroy it and then it's just a case of flying down to collect the power-up.

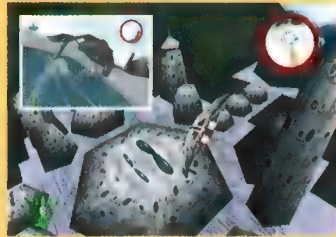
9 MIFF SEERDEN'S REVENGE CLUSTER MISSILES



At the start of the mission, double back on yourself to find an imperial bunker to your right in a valley. Destroy the building, but be careful not to take out the two bacta containers on either side when collecting the power-up.

HOW TO... SHAKE OFF MISSILES

During most missions it's advisable to take down missile turrets as soon as possible. However, you're bound to get a few missiles on your back – once you hear the warning beeps there are different techniques for losing them, depending on which craft you're piloting.



V-WING Use the turbo boost (Right-C) to get some distance between you and the missile. At the same time try to get into a valley or behind a mountain. The missile will still follow you but end up crashing.



SPEEDER Veer left and right very quickly using Z and R for extra effect. The missiles aren't as manoeuvrable as you, and end up either crashing or running out of fuel.



A WING Hold down thrust and fly left or right in a circle. While doing this tap Z. The missiles will lose track of you and run out of fuel. Don't do this manoeuvre in the missile turret's range, though.



X WING AND Y WING The best strategy with these is to just take out the turrets as quickly as possible, or simply keep going and hope that Artoo repairs the damage quickly.

TIPS EXT

Snowboard Kids 2

ALL CHARACTERS, BOARDS AND LEVELS

At the Title screen press Z, B, Top-



C, Down on the D-pad, Left on the analogue, Right on the analogue, Up on the D-pad, R, Z, A.



EXPERT MODE

To access Expert Mode, complete the Story Mode successfully.

HEAD START

When Mr Dog says "GO" at the start of a race, hit B and you'll get a rocket start.

PLAY AS DAMIEN

To play as Damien, win the entire game in Story Mode.



Vigilante 8



Bruiser Cannon

Cow Puncher: Down-Up-Down-Fire Machine Gun
Cost: 2 Shells

Roadkill Mines
Cactus Patch: Left-Right-Up-Fire Machine Gun
Cost: 2 to 6 Mines

ALIEN VEHICLE
Enter the password
GIMME_DA_ALIEN.

CLASSIFIED SPECIAL MOVES

Halo Decoy: Up-Up-Down-Fire Machine Gun
Cost: 2 Missiles

Bull's Eye Rockets
Stampede: Up-Down-Up-Fire Machine Gun
Cost: 5 Rockets

Sky Hammer Mortar
Turtle Turnover: Down-Down-Down-Fire Machine Gun
Cost: 2 Shells

ALL LEVELS AND VEHICLES

Enter the password
JTB77CFD1LRMGW to open up all the stages and cars.

ALL VEHICLES EXCEPT ALIEN

Enter the password
GANGS_UNLOCKED.

ULTRA HIGH RESOLUTION

Enter the password
MAX_RESOLUTION.

BONUS LEVEL

Successfully complete 'Y' the Alien's quest and you'll be able to play in Super Dreamland 64.

SAME CAR

To let multiple players use the same car, enter the password
MIX_MATCH_CARS.

ENHANCED MISSILES

Enter the password
MISSILE_ATTACK.

GOD MODE

For invincibility, enter the password
LIVING_FOREVER.

BLIMP ALERT

In Nugget City, find the blimp and then wait for it to land. Drive into the back of it, and you'll be able to fly around. Press accelerate to exit - there are power-ups hidden on top of some of the buildings and you can collect them this way. Be careful, though, if the blimp gets destroyed, you can't use it again.

RAPID FIRE WEAPONS

Enter the password
FIRE_NO_LIMITS.

REDUCED GRAVITY

Enter the password
A_MOON_GETAWAY.

REMOVE ALL ENEMIES

Enter the password
POPULATION_OUT.

SLOW MOTION

Enter the password
GO_REALLY_SLOW.

SUPER HARD DIFFICULTY

Enter the password
I_AM_TOUGH_GUY.

UNLOCK LEVELS

To unlock all levels, enter the password
LEVEL_SHORTCUT.

VIEW ALL ENDINGS

Enter the password
LONG_SLIDESHOW.

R.A.

Where the sting of gaming is relieved by the soothing balm of cheats.

Beetle Adventure Racing



ALIEN BEETLE

To get the Alien Beetle, beat the Expert Championship. Once you've completed Metro Madness, you'll receive the super-fast rainbow-coloured beetle.

POLICE BEETLE

After beating the standard Championships, a new "Bonus" mode will open up. Beat this to get the fastest car in the game, the Police Beetle.

CHEAT MENU

Go to the one player mode and select "Championship". Race on Coventry Cove and find the shortcut with the barn and two haypiles. Drive straight into the haypile closest to the road and you should hit a box. If you've been successful you'll hear "groovy!". Finish the race and go to "Options" and you should see an option called 'cheats'.



MAKE CARS PULL OVER

Once you've unlocked the Police Beetle, hold down Left-C to sound your siren. Get close to an opponent, and they'll pull over.

OPEN BATTLE STAGES

Enter the Championship mode and try to smash all the bonus boxes on the respective tracks. You have



to collect all 100 points to unlock a new battle stage. All the battle stages are directly based on their track counterparts. Note that it is not necessary for you to come first in the races, but your points are not counted if you are disqualified.

UNLOCK NEW CARS

To unlock variations of the New Beetle, such as the Racing Beetle, 4x4 Beetle and "Number 8", simply beat the Championship Mode on Novice and Advanced. Beat the following two difficulty modes for the two bonus cars.

VIEW MODE

To activate the "VIEW MODE" cheat on the cheat menu, go to Inferno Isle. When you get to the area that resembles a village, look on the right side of the road for a house with a flat-looking roof. Jump your beetle at an angle and land on the roof. Go into reverse and



break the Daisy Crate to activate the View Mode cheat under options. You will be able to select Normal, Fisheye and Tunnel view modes.



Classic tip Pilotwings 64

Ah, what a game. Martin dug this out the other day and we were all still amazed at the marvellous graphics and wonderful feeling of flight. If ever the N64 had an overlooked classic, this is it.

So it's about time we revisited it, courtesy of a Classic Tip. Here's where to find all the Birdman stars which warp you straight to being the Birdman.

HOLIDAY ISLAND

Under the rock arch, near the gull pouce, on the shore.

CRESCENT ISLAND

In a sandy cave at sea level in the sheer cliff face of the crescent's outer edge. Practically the only way you can get to this is with the Rocket Belt.

EVERFROST ISLAND

Follow a tunnel above the icy falls that leads to a hexagonal shaft. Look down and drop.

LITTLE STATES

Easy. It's slap bang in the middle of central park, New York - you can't miss it.



Pilotwings was underrated. It has one of the best cut-throat races in any racing game. You can be a fool not to play it. GO!





ACTION REPLAY CODES

GOLDENEYE 007

MULTIPLAYER GOLDENEYE CODES

Use one of these codes to always play in the specified level no matter what you pick!

- Always play in **Statue**8002A8F7 0016
- Always play in **Cradle**8002A8F7 0029
- Always play in **Egyptian**8002b537 000b
- Always play in **Caverns**8002b537 000a
- Always play in **Archives**8002b537 0009
- Always play in **Bunker**8002b537 0008
- Lots more characters.8002b1970040
- Simon Reeves (LoRDBoG), Melksham
- All Facility on multiplayer880AFB1C0001
- All Caverns on multiplayer880AD31C0001
- All Archives on multiplayer880B481C0001

Useful tips

Dam (allows you to get across to 'secret' area you can see from Dam; get to one of the jetties, stand on the left hand side, and then press the AR button)

-D004C2D10030
-800BA78D0050
-880BA78D0000

Facility

-D004C2D10030
-8009DB8D0050
-8809DB8D0000

Runway, Surface 1, Depot

-D004C2D10030
-800C0B8D0050
-880C0B8D0000

All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800.

If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

- Bunker 1, Bunker 2, Silo**
 -D004C2D10030
 -8009B38D0050
 -8809B38D0000
- Frigate**
 -D004C2D10030
 -800ADF8D0050
 -880ADF8D0000
- Surface 2**
 -D004C2D10030
 -800CD38D0050
 -880CD38D0000
- Statue**
 -D004C2D10030
 -800ACB8D0050
 -880ACB8D0000
- Archives, Caverns, Cradle, Egyptian**
 -D004C2D10030
 -800B438D0050
 -880B438D0000
- Train, Jungle, Control**
 -D004C2D10030
 -800A7B8D0050
 -880A7B8D0000
- Aztec**
 -D004C2D10030
 -80097B8D0050
 -88097B8D0000

(Simply press the AR button when you want the clipping to disappear.)



READERS' TOP TEN TIPS

Tips, eh? They're great. And yours are especially great (except for the 600 telling us about Turok 2's Big Cheat - we all know about it), which is why we do Readers' Tips every month. If your tip gets printed, you win a shiny N64 badge - and the Top Tipper gets a lovely Makopad from Interact (01204 700139). So get tippin'!



Cheat of the month

1 GoldenEye 007
Go to the Silo with Gold P99 on. Kill General Outromov, collect his briefcase and the key. Go back through the level until you reach the door that has 'CB' written on the wall next to it. Go through

and look up; you'll see a closed door hatch above the rocket. Select Outromov's key, look up at the hatch, and 'activate' it (tapping A quickly). Then hatches should open - maybe that's what the key's for...
Matt Tuck, Southampton

2 GoldenEye 007
In multiplayer, select Flag Tag and head for the room containing the flag. Select your fists, hold Z and while slapping, run over the flag. No one will be able to see the flag and you'll be able to hold a weapon.
David Findlay, Worcester

5 Top Gear Overdrive
To get the secret cars, go to the main options screen. Imagine the four choices are numbered 1-4, with 1 at the top and 4 at the bottom. Now enter these codes by pressing Z on the relevant number: First secret car: 4,2,3,1,2,2 Second Secret Car: 1,4,2,3,2,1,3,4 Third secret car: 2,2,1,4,1,2,1,4,3,2,3
Mark Kunaseelan, London

Health in Level 2, Stage 1, blast the four tall towers with the dino gun. There are two at the beginning of the level, in the first village after the dino pen. Look above other buildings, looking left to right. It takes three to four hits from the large dino gun. The other two towers are halfway through the second drawbridge.
Mark Byrne, Sittingbourne

3 F-Zero X
On Red Canyon 2, after you exit the tunnel, you'll come across a bit of track with high barriers. Boost like crazy near the end of the track and you'll fly off it. A bit of track will appear but don't land on it - instead, head for the piece under it. This should shear about three seconds off your lap time.
David Shaw, Scotland

6 F1 World Grand Prix
When braking, press and hold the button, but stay on the throttle. When the brakes start to 'bite' (your speed falls), release A. It's a much smoother way of braking, but in a race it'll eat the brakes alive.
Chris Chariton, Cambridge

9 Zelda 64
Just inside the entrance to Gerudo Village you'll come across a lone cucco. Whack it a few times to get the chicken revenge squad going, then jump into the water below the bridge. The revenge squad won't follow you, and they'll disappear after about half a day.
Esther Crates, Newport

4 Turok 2
I've found that on level 2, if you use the Mike weapon to shoot the Styracosaurus and get on it before it explodes, if you're sitting on it when it blows, then you can walk in mid air whilst using the dino rocket launchers and the rifle.
Ben Lathwell, Newport Pagnell

7 F-Zero X
Press Boost a small way away from a zipper then go over it; you'll still get the boost but it won't drain any energy. So that's nice.
David Forrest, Strathaven

10 Rogue Squadron
If you've got infinite lives, and you run out of missiles, deliberately crash. You'll return with a full complement of missiles.
Simon Wilson, Twickenham

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

TIPS EXTRA

Here's my top tip

It's for [game name]:

And I've found that if you:

Name.....

Address.....

Postcode.....

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

competition

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0906 960 1727



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(pay as you go)

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nintendo 64

Call 0906 960 1728



zap pager

Call 0906 960 1730



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printer and camera

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Call 0906 960 1714

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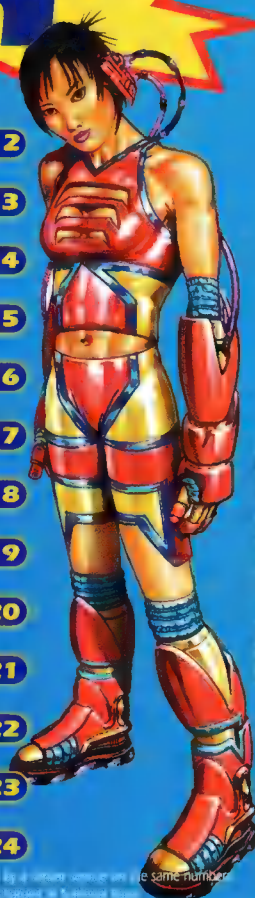
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banjo kazooie

Call 0906 960 1723

f-zero x

Call 0906 960 1724



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Here he is again: dancing, singing and administering remedies for your gaming headaches...



Dr Kitts,
A bit of a *Rogue Squadron* teaser, here. It's not a problem as such, more of a conundrum. Is it possible to explore the levels in the game without running out of time? Tatooine, for example, has a vast play area, but it's impossible to even begin to explore it because you run out of time and the cut scene kicks in. There are all those locations and no time to see them!
Daniel Carnell, Aldershot



△ It's got its problems, sure, but *Rogue Squadron* is a cracking game. We love it. Yes.

Dr Kitts smirks and starts whispering, 'I am Henry VIII, I am': Interesting question, young man, and one with a happy ending, fortunately. It's not possible on all the levels, but on *Tatooine* just blow up the probe droids that are shooting the homes, while keeping clear of the free flying probe droids who, er, free fly. Now you'll have the freedom of the sand planet, and

be able to embark on a fanciful *Star Wars* tour. Very useful.

Dr Kitts,
I'm stuck on *Turok 2*. I'm on Level Four and I'm looking for the bleedin' Satchel Charge. The game's so huge, though, that I keep on completing the level without picking up the explosives. Dr Kitts, if you manage to fill me full of your knowledge, I'll owe you a conical flask or two.
Simon Jeffries, Merseyside



△ Without a doubt, the trickiest level in the game. Here's a satchel charge. Nice, isn't it?

Dr Kitts' eyes light up at the thought of two brand new conical flasks: Beautiful! I could certainly do with somewhere to put all those kidneys I extract. Anyway, the *Satchel Charge* is hidden after the first *Thermal Vent*, high up on a ledge near the footholds. As you come out of the underwater passage, get past the waterfall and it'll be in front of you,

on an easy-to-get-to platform. Now go forth and blow those dumps to bits.

Dr Kitts,
I was doing the rounds on the Internet the other day and one of our American cousins suggested you could actually kill the guards in *GoldenEye* at the end of the Depot level during the cut scene. Is this right? Can you do the business without even having to pull the trigger?
Wayne Simmons, Manchester

Chuckling, Dr Kitts is the personification of evil: It's true enough, my young secret agent friend. You can kill during the cut scene on the Depot. In fact, you can kill and maim during most of *GoldenEye's* cut scenes. The Depot is particularly amusing, though, especially if you have the *All Weapons* cheat on and select a particularly nasty weapon, like, perhaps, the shotgun. All you have to do is get to the train, wait for the doors to open and then step inside, without opening fire. This is important. Now, during the cut scene, Bond will shotgun the two guards to death. There's not quite enough blood, but still...

Dr Kitts,
I'm afraid I'm a bit stuck on *Zelda*. I've got all the way to Ganondorf, but I've no idea how to kill him. I've

shot him with arrows and the Longshot, but nothing's hurting him. Help!
Arthur Nolan, London



△ Oh, what a game. Wil's only just finished it, you know. And he thinks it's great. The dear fool.

Dr. Kitts, staring intently at a twitching mouse, replies without smiling: Arthur, I'm afraid your problem revolves around the Light Arrows. Before you go to fight Ganondorf, visit the Temple of Time for a cut scene where *Zelda* gives you the Light Arrows. When fighting Ganondorf, do the following: reflect his bolts back at him with the Master Sword, and when he's hurt, shoot him with a Light Arrow. Then drag yourself over to him with the Longshot and give him a couple of whallops. Repeat this several times, and then see what happens...

Got a gaming query?

Doesn't matter how small, or how precise, write into Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it all to:

Dr Kitts' Game Clinic
N64 Magazine
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction - it's like this...

My name is

and I live at

Postcode

You're through to the...

NINTENDO

This month has been somewhat busy and confusing as we've had loads of new Japanese N64 games arriving on our doormat. Although, with titles like *Pikachu Genki Dechu* and *Pokémon Snap*, who cares?

Shadowgate 64 also made a brief appearance this month, and even though it's in unfinished form it's still fairly impressive. Just don't expect the next *Zelda*.

Speaking of which, you splendid lot – that's you, the **N64** readers – still seem to be getting stuck on the N64's most famous game. But don't worry, we've picked out some of the many questions we've received this month on *Zelda*. Don't let that stop you writing in with your questions, mind. Nope. Send them in (care of **N64** Magazine) and we'll try and print the answers next month.

Zelda 64: Ocarina of Time

COMMON QUESTIONS

Come on then, spill the beans, I'm stuck on that bit in Lord Jabu Jabu's belly. I've found Princess Ruto, but I don't know what to do with her. Please can you help?

Q Edward Hitt, Redhill, Surrey

A You need to find the Boomerang, a groovy item especially for tackling electric tentacles hanging from the ceiling. From where you 'pick-up' the Princess, enter the next door. Follow the path until you reach a room with water in the middle. Drop into the water and throw Ruto onto the ledge opposite, then step on the switch to raise the water. Climb onto the ledge and pick up Ruto and enter the next door. Put Ruto down and use the Slingshot to hit the white switch on the ceiling to open the next door. Pick up Ruto again and enter the door. From here ride the floating rock to the top and jump to the ledge. Enter the door on the right and then the door opposite. Walk along the right wall and step on the white floor switch to open the door next to it. Go through it, defeat the Stingers, and then open the treasure chest to get – aha! – the Boomerang.



How do you catch the 20lb fish in the fishing game near Lake Hylia as adult Link, then, eh? I've heard there's a sinking lure somewhere on the edge of the lake, but I can't find it anywhere. Do tell.

Q Simon Hynard, Leicester

A The sinking lure is only found by adult Link. Unfortunately, it's always in a random location, so the only way to find it is by trudging around the lake area until you pick it up. However, it's incredibly useful and you should be able to hook 20lb fish easily, including the Hyrule Loach – the biggest fish in the game.



Simon also asked: I can't get to the Professor's house on the edge of Lake Hylia in time. Warping to the lake doesn't help as the frog spoils things, and no matter which route I take on Epona across Hyrule Field I can't get there in time.

Q Simon, don't forget, you can't warp on these challenges or the frog will 'go off' every time. Try leaving Epona just outside the entrance to Zora's river. Once you've got the frog from King Zora, just jump off the frozen waterfall rather than following the path back down again – it's much quicker and although you'll take some damage, you



should be fine at this stage in the game. Leg it back out to Hyrule Field, jump on Epona's back and ride like a crazy thing across the hills and dales. You'll probably need to make some practice runs here, because it's easy to get disorientated in the field at first. Jump Epona over the two white gates leading to Lake Hylia, and you should make it to the Prof's house easily.

At Lake Hylia I've taught the scarecrow a song as little Link, then it tells me to play the song near the other scarecrow for his help. But, when I do play it he just appears on top of the shop and does nothing.

Q What's the point in this? Adam Terry, Colchester

A Another good question, Adam, so here's your answer... The Scarecrow Song is primarily used to get to those hard to reach places. To acquire this marvellous ditty, you must do two things – play the Scarecrow nearest the water a song you've made up (it must be eight notes long) as a *child*, then go back once you've grown up and play the same song to him again. What larks, eh? If you play the song next to a place that Navi turns



01703 652222



HOTLINE

green, the Scarecrow will appear on that platform. You can then use your Hookshot, or in some cases Longshot, to make it to the Scarecrow in those hard to reach places.



Adam also asked: Inside the Gerudo Training ground I can't get past the room with the big stone, which needs the Silver Gauntlets to be moved. Where do I find them, then?

A The clue says you need Silver Hands, which, as you say, refers to the Silver Gauntlets. You can pick up in the Spirit Temple across the desert.

Oh, and Adam asked: If you place a bomb next to a Gossip Stone it starts flashing blue, if you then fire an arrow at it when it's blue it will stay blue. Do you have to turn every stone blue to get something?

A Making the Gossip Stones turn blue, and making them stay blue has no effect – as far as we're aware. However, if you play a song at them, they release a fairy which you can catch in a bottle. If you 'talk' to them whilst wearing the Mask of Truth they will give you useful hints and tips, and if you hit them with your sword they will tell you the time. Helpful, aren't they?



Q Where's the Golden Scale? Sam Tetbury, Edinburgh

A It's found in Lake Hylia's Fishing Pond area. To get it you must catch a 'Lunker' – a fish over 7lbs. Once you've caught one, take it to the man in the Fishing Shop, get the Golden Scale, and then party.



Q I'm adult Link and I'm at Gerudo Valley in the Carpenter's tent. There's a jogger here who challenges you to run against time to the Lost Wood's bridge. I've tried several times with Epona, but he's always one second faster than me. Damn him! How do I beat him, and what's the prize? Bonny Qvistorff, Denmark

A Excellent name, Bonny. If only names were allowed in Scrabble... As far as we know, there's no way to beat the Marathon Runner who challenges you to a race.

Believe us, we've tried. However, we all remain confident we could beat him in a pie eating competition.

Bonny also asked: When you enter the main room on the first floor of Dodongo's Cavern there's a Gold Skulltula out of reach. Take the right door past the Beamos, then one third down you can hear a Gold Skulltula. When you look around, the fairy above the ledge turns green, but I just can't get up there, any ideas?

Q To get the Gold Skulltula you can hear, you need to have acquired the Scarecrow Song (see question four) then stand under a ledge where Navi turns green and play the song to make the scarecrow appear. Hookshot up to the scarecrow and the Skulltula's yours.

SEND US YOUR QUESTIONS

Stack on a tricky bit in Zelda? The Hotline have offered to deal with your questions directly. Just jot down on a piece of paper what you're having problems with and send it in to us. We'll forward all your queries on to our friends at the Hotline and they'll include the answers in this column. Send your questions to: Hotline Zelda, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW



WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a counsellor, they are one of the finest games players in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

NOW ALSO AVAILABLE!

We now also have a fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles, 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling.

Call us on **0891 669945** and please make sure you have a pen and paper ready.



Ten challenges to test the best

Everyone's got a few cartridges lying around that haven't been played for a while. Not because they're bad games, but because the challenge has been exhausted.

Well perhaps you might like to take on a few of these quirky challenges. They're all a little offbeat and they're all eminently doable if you're good enough at the game in question. We've sorted out three targets for you to aim for on each one, and you can award yourself an honorary gold, silver or bronze medal if you manage to hit the appropriate level of excellence. The best of luck to you all!

GAME ON


GoldenEye Red-'em-up



The challenge here is to get as much blood out of an enemy as you possibly can. Make him not just nearly red, but *really* red. We mean every single inch of his body – front and back, hands, face and buttocks. Try and do it without the aid of the slow animation cheat too. The trick is to use the shotgun or RCP-90, and wait for a guard (or Natalya) to die a painful one. Try it on a white coated scientist for maximum effect, and award yourself a 20% bonus if you manage it on Ourumov in the Silo.

COVERAGE	100%	85%	70%
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Super Mario 64 Hatless floorshow



First lose Mazza's hat. Then go to the second confrontation with Bowser and do your joystick warm-up exercises. You won't be throwing the overgrown tortoise into the bombs. Oh no. What you have to do is antagonise him by performing acrobatics over his head when he tilts the platform. A single or double jump is worth 2 points, a triple jump is worth 4, a backflip is worth 6 and a reverse cartwheel is worth 10. Keep the floorshow going for as long as you can *without collecting coins*.

POINTS	150	100	60
--------	-----	-----	----

Zelda Potty training



This is one of the best time attack challenges in *Zelda*. Go to the guard's house with all the pots in, just inside the castle walls, and smash every pot as quickly as you can, with whatever weapons you like. We'd recommend sticking with the sword and spin attack, but you might like to throw a few bombs into the mix to get things started. Fluid swordplay and combo attacks are what you need, then the slingshot to pick off the last two pots on the ledges.

SECONDS	20	30	40
---------	----	----	----

Mario Kart 64 Co-op mode



This is ace. Select a two-player GP, and agree not to kill your team mate. You're on the same side here. One of you competes in the GP as normal, while the other goes the opposite way around the track looking for powerups. Not just any powerups, either. Lightnings! Using the power of the thunderbolt, squash as many computer karts as possible, and ensure your team mate finishes first. Try it on DK's Jungle Parkway or Royal Raceway...

KILLS	12	8	4
-------	----	---	---

F-Zero X Retirement attack



This is a pretty tough challenge to accomplish, but it's certainly possible. Select a GP on expert level, on whatever cup you like, and try to bump as many computer opponents off the track as you possibly can. That doesn't mean that you can just go the wrong way round the track and go into a spin attack frenzy when the convoy approaches, because we want you to finish first in the overall standings. The key to success here is making a killing on the more dangerous tracks, while finishing first on the easy ones. Courses like Rainbow Road and Big Blue are tailor made for carnage, and you should be able to get the Bronze score on these alone.

KILLS 30 20 10

Wave Race Stunt master



Here's a fun challenge for those of you who fancy yourselves as masters of the bid jet ski. The object is simply to win a cup, which you've no doubt done a thousand times before. The catch is that we want you to do it in outrageous style. The first challenge is to win by completing every race while doing a handstand. The second is to complete every race sitting backwards on the bonnet. The third, and it's a tricky one, is to stop and do at least six donut spins during each race. Any difficulty level you like.



Six donuts Sit backwards Handstand

ISS98 / 64 Go Pele



Depending on what difficulty level you set the keepers to, this challenge will suit everyone from non-league novices to masters of total football. It's simple enough – just score from as far out as you can possibly manage, with the ultimate aim of whacking one in from the halfway line. The tactics vary depending on which version of the game you use. ISS98 users should add a little Z-button curl, and ISS64 players are better off using straight shots. For the real monster shots pull back on the stick after shooting to add loft and backspin, or use the lob button. Be honest with yourself, and set the keeper's ability to match your own.

METRES 50 40 30

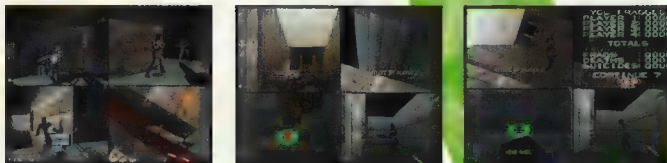
Pilotwings Death wish



Select the second sky diving game, on Holiday Island, and go through the usual formation routine until you break through the cloud cover. Then forget about hitting the target – we've got some altogether more unorthodox landing spots in mind. In ascending order of difficulty, they are: A boat in front of the hotel; the small flat square on the steps to the west of the castle; and the cave at the end of the stream below the castle. A crash landing is okay, as long as your chute opens and you crash on target.

Cave Steps Boa

Turok 2 Multiplayer master



If you're so good at Turok 2's excellent multiplayer mode that none of your friends will play you any more, here's a great way of getting them to think they're in with a chance of beating you again (the fools). Play with the standard weapon set, but agree that only your opponents can pick them up. You have to make do with the standard crossbow. Three against one, automatic weapons against medieval bow. We like those odds. You might want to consider turning off the Cerebral Bore and Scorpion Launcher though, unless you're some kind of gaming god. Play for ten minutes, and subtract the number of times you died from your total kills.

SCORE 8 6 4

Rogue Squadron Speeder race



On the first level – Ambush at Mos Eisley – you can fly around to your heart's content if you don't shoot anything other than the first clutch of Probe Droids. Choose the A-Wing, head to Mos Eisley itself, and you'll see a Landspeeder doing circuits. Memorise its route, and then race it in a three lap race. You're not allowed to fly above building height, you'll have to watch out that you don't hit the ground too much (as you'll die), and hitting the Landspeeder itself will destroy it, so be careful. We've divided the difficulty levels according to which camera angle you use, and for the toughest one you're not allowed to use your brakes. Ouch.

VIEW Furthest (no brakes) Cockpit (brakes) Nearest (brakes)

I'M THE BEST

Go Best, young man, go best.
(Sorry about that.)

The best thing about our I'm The Best leagues are that they're constantly changing. Every time a new blockbuster hits the shelves, we set you a new time to beat. This month, it's *Mario Party*. That's not to say we've forgotten about the rest. Far from it. To keep you on your toes we've

introduced new leagues for all of our most popular time-trialers. There are six new *F1 World Grand Prix* courses to master, nine new *F-Zero* tracks and nine new *Mario Kart* arenas, plus some extra *Diddy Kong Racing* challenges - just turn to page 107, grab those games out the cupboard and get racing!



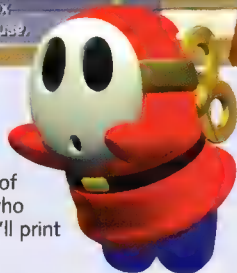
New Leagues!
WE WANT YOUR TIMES!
SEE PAGE 107

STAR PERFORMANCE



In recent months we haven't just rewarded remarkable scores in this box, we've also recognised people who've thought up new I'm the Best challenges.

This month, two people sent in their achievements on Nintendo's fantabulous *Mario Party*. The sub game requires you to spin the analogue as fast as you can and the longer you can keep your Shy Guy in the air, the higher your score. Congratulations, then to Gavin Eggar from Staffordshire, who managed a Flight Time of 00'08"84 and a massive 52 spins of the analogue. Well done also to Vidur Odedra who came a close second. Send in your times and we'll print your name in our *Mario Party* league.



NEW HIGH SCORE!

In issue 27 we asked for your fastest times on *GoldenEye's* Dam level. We didn't have a huge response but we had some very impressive times. The best of which was Rob Pierce's from Salisbury. Congratulations Rob - you've won again!

THIS MONTH'S TIME TO BEAT

This month we want to see your fastest times for *F-Zero X's* Space Plant track so get practising! The fastest time wins a funky Makopad from Interact (01204 700139) and we'll print the winner's name in issue 31.

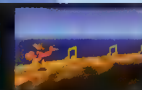


GoldenEye 007

FASTEST 00 AGENT TIMES (Complete video evidence only, please)

CAVERNS		
1	00:03:25	Richard Dunn, Lincolnshire
2	00:03:48	Steven Zwartjes, Holland
3	00:04:13	Andrew Fuller, Kent
4	00:04:28	Stelios Giamarelos, Athens
5	00:04:58	Zahir Ishani, Surrey
BUNKER 2		
1	00:01:42	Stelios Giamarelos, Athens
2	00:01:57	Richard Dunn, Lincolnshire
3	00:02:04	David Nicol, Cambridge
4	00:02:34	Andrew Fuller, Kent
5	00:02:46	Ryan Bledsoe, North Yorks
CONTROL		
1	00:05:26	Richard Dunn, Lincolnshire
2	00:05:31	Steven Zwartjes, Holland
3	00:06:01	Andrew Fuller, Kent
4	00:06:41	Andrew Gray, Argyll
5	00:06:54	Jonathan Gane, Herts
CRADLE		
1	00:00:48	Steven Zwartjes, Holland
2	00:00:51	Richard Dunn, Lincolnshire
3	00:01:00	Manuel Gutiérrez Rojas, The Hague
4	00:01:00	Geoffrey Maddocks, Australia
5	00:01:09	Ian Jackson, Birmingham
DAM		
1	00:02:37	Rob Pierce, Salisbury
2	00:02:58	Joachim Clauwers, Belgium
3	00:03:01	Jan Clauwers, Belgium
4	00:03:02	Jeroen Clauwers, Belgium
5	00:03:13	John Stallard, London

Banjo-Kazooie



UK (PAL) TIMES ONLY

MUMBO'S MOUNTAIN

1	00'04"54	Steve Ridley, Norwich
2	00'05"08	Stelios Giamarelos, Athens
3	00'05"28	Kevin Seeney, Suffolk
4	00'05"30	Marc Keeling Vincent, West Sussex
5	00'05"38	Richard Dunn, Lincolnshire
6	00'05"48	Patrick Wessels, Rotterdam
7	00'06"01	Stephen Mansfield, Derby
8	00'06"18	Steven Zwartjes, Holland
9	00'06"19	Marco Torri, Switzerland
10	00'06"20	Graham Underwood, Penrith

TREASURE TROVE COVE

1	00'05"39	Steve Ridley, Norwich
2	00'07"36	Orestis Giamarelos, Athens
3	00'08"13	Stelios Giamarelos, Athens
4	00'08"31	Richard Dunn, Lincolnshire
5	00'09"39	Patrick Wessels, Rotterdam

CLANKER'S CAVERN

1	00'08"47	Kevin Seeney, Suffolk
2	00'09"05	Richard Dunn, Lincolnshire
3	00'12"07	Jan-Erik Spangberg, Sweden
4	00'11"13	Patrick Wessels, Rotterdam

BUBBLELOOP SWAMP

1	00'14"41	Patrick Wessels, Rotterdam
2	00'14"27	Stelios Giamarelos, Athens
3	00'15"02	Kevin Seeney, Suffolk
4	00'15"13	Richard Dunn, Lincolnshire
5	00'15"19	Jan-Erik Spangberg, Sweden

GOBI'S VALLEY

1	00'12"44	Jan-Erik Spangberg, Sweden
2	00'12"47	Stelios Giamarelos, Athens
3	00'13"44	Kevin Seeney, Suffolk
4	00'14"22	Steve Ridley, Norwich
5	00'14"58	Patrick Wessels, Rotterdam

FREEZEEZY PEAK

1	00'11"31	Steve Ridley, Norwich
2	00'13"20	Jan-Erik Spangberg, Sweden
3	00'13"34	Kevin Seeney, Suffolk
4	00'13"55	Stelios Giamarelos, Athens
5	00'15"17	Patrick Wessels, Rotterdam

MAD MONSTER MANSION

1	00'13"49	Patrick Wessels, Rotterdam
2	00'13"59	Steve Ridley, Norwich

RUSTY BUCKET BAY

1	00'13"30	Kevin Seeney, Suffolk
2	00'13"39	Jon Davies, Oxfordshire
3	00'14"01	Stelios Giamarelos, Athens
4	00'14"42	Steve Ridley, Norwich
5	00'15"43	Patrick Wessels, Rotterdam

CLICK CLOCK WOOD

1	00'19"27	Stelios Giamarelos, Athens
2	00'23"39	Steve Ridley, Norwich
3	00'27"01	Patrick Wessels, Rotterdam
4	00'29"00	Jan-Erik Spangberg, Sweden
5	00'31"26	Darren Gordon, Fife

TOTAL GAME TIME

1	02'00"51	Stelios Giamarelos, Athens
2	02'24"05	Steve Ridley, Norwich
3	02'53"54	Jan-Erik Spangberg, Sweden
4	02'54"00	Jon Davies, Oxfordshire
5	03'06"22	Andrew Mills, Londonderry

Mario Kart 64



UK (PAL) TIMES

LUIGI CIRCUIT

1	1'14"74	Richard Dunn, Lincolnshire
2	1'18"88	Kye Jewell, Yate
3	1'29"25	Alan Dundas, Arbroath

ROYAL RACEWAY

1	2'02"43	Dean Buckley, Kent
2	2'05"13	Anthony Gruitt, Kent
3	2'06"29	Steven Zwartjes, Holland

KOOPA TROOPA BEACH

1	1'27"79	Sam York, Bristol
2	1'28"36	Chris Bartlett, Kent
3	1'29"21	Alan Dundas, Arbroath

FRAPPE SNOWLAND

1	00'19"83	Sarah Ashworth, Shropshire
2	00'18"39	Ewan Alman, Middlesex
3	00'22"26	Rhys Allen, Australia

BOWSER'S CASTLE

1	2'06"70	Chris Bartlett, Kent
2	2'08"44	Alan Dundas, Arbroath
3	2'13"33	Dean Buckley, Kent

BANSHEE BOARDWALK

1	1'58"37	Chris Bartlett, Kent
2	2'03"98	Alan Dundas, Arbroath
3	2'04"76	Anthony Gruitt, Kent

F1 World Grand Prix



UK (PAL) TIMES ONLY

No secret cars

AUSTRALIA

1	1'01"90	Paul Jeram, Southsea
2	1'03"20	Joachim Clauwers, Belgium
3	1'04"21	Jere Tantt, Finland
4	1'04"54	Jan Clauwers, Belgium
5	1'04"62	Graham Briggs, Wirral

BRAZIL

1	0'58"89	Paul Jeram, Southsea
2	0'58"93	Joachim Clauwers, Belgium
3	0'59"05	Jere Tantt, Finland
4	0'59"16	Kristoffer Thorbjornsen, Scotland
5	1'00"13	Christopher Dunn, Lincolnshire

ARGENTINA

1	0'59"49	Jere Tantt, Finland
2	1'01"58	Joachim Clauwers, Belgium
3	1'01"84	David Savage, Wokingham
4	1'02"30	Arvanitis Vagelis, Greece
5	1'03"01	Joachim Clauwers, Belgium

MONACO

1	0'58"81	Joachim Clauwers, Belgium
2	0'59"41	Stuart Richards, Surrey
3	1'00"25	Trevor Scannell, Barking
4	1'00"61	Jere Tantt, Finland
5	1'00"89	Alan Dundas, Angus

FRANCE

1	0'53"81	David Lofts, Kent
2	0'55"49	Emanuel Kivilohkare, Norway
3	0'56"53	Joachim Clauwers, Belgium
4	0'56"69	James Hegarty, Belfast
5	0'57"44	Kristoffer Thorbjornsen, Scotland

BRITAIN

1	0'56"93	Joachim Clauwers, Belgium
2	0'57"77	Paul Jeram, Southsea
3	0'57"85	Graham Briggs, Wirral
4	0'59"21	Martin Pickering, Denbighshire
5	1'00"45	Joachim Clauwers, Belgium

GERMANY

1	1'14"87	Joachim Clauwers, Belgium
2	1'15"55	Jan Clauwers, Belgium
3	1'16"11	Jere Tantt, Finland
4	1'16"97	Martin Pickering, Denbighshire
5	1'17"07	Jimmi Aarela, Finland

ITALY

1	1'01"37	Joachim Clauwers, Belgium
2	1'01"88	Jan Clauwers, Belgium
3	1'02"54	Jere Tantt, Finland
4	1'04"00	James Eberlein, Deal
5	1'04"40	Alan Dundas, Angus

JAPAN

1	1'13"78	Joachim Clauwers, Belgium
2	1'14"07	Jere Tantt, Finland
3	1'14"19	Trevor Scannell, Barking
4	1'14"73	Jack McCarthy, Dublin
5	1'15"07	James Eberlein, Deal



V-Rally 99

ARCADE 1

- 14'37"56 Jonathan McIlvaney, Washington
- 15'01"12 Morten Tronstad, Norway
- 15'22"00 Steven Ward, N. Yorks

ARCADE 2

- 20'40"12 Jan-Erik Spangberg, Sweden
- 22'38"92 James Hegarty, Belfast
- 22'58"28 Joachim Clauwers, Belgium
- 23'17"00 Morten Tronstad, Norway
- 24'10"80 Jonathan McIlvaney, Norway

ARCADE 3

- 28'48"96 Morten Tronstad, Norway
- 29'13"24 Patrick Smith, Wiltshire

Mario Party

SUB GAMES

FLIGHT TIME

- 0'08"84 Gavin Eggar, Staffs
- 0'07"84 Vidur Odedra, Middlesex

NO. OF SPINS

- 52 Gavin Eggar, Staffs
- 46 Vidur Odedra, Middlesex

Turok 2: Seeds Of Evil

LEVEL 1: PORT OF ADIA

- 0:17:19 Joachim Clauwers, Belgium
- 0:18:47 Jan Clauwers, Belgium
- 0:21:41 Styn Donders, Holland
- 0:22:49 Graham Underwood, Cumbria
- 0:22:50 Alex Newman, Kent
- 0:23:22 James Hegarty, Belfast
- 0:27:30 Stephen McMahon, Newry
- 0:30:38 Paul Murray, Switzerland
- 0:31:26 Donald Shaw, Livingston
- 0:35:34 Kevin Seene, Suffolk
- 0:36:26 Morten Tronstad, Norway

Snowboard Kids

UK (PAL) TIMES ONLY

STUNT GAME

- 9999 Mario Siouyis, Greece
- 9998 Stelios Giamarellos, Greece
- 9040 Ed Higgins, Essex
- 8940 Robert Hollinshead, Kent
- 7684 Matt Peck, East Sussex
- 7240 Olav Vassend, Norway
- 6944 T. Egerton-Jones, Liverpool
- 6572 Luke Porter, Belfast
- 6400 Rob Davies, Swansea
- 5520 Robert Gallagher, Southampton

ROOKIE MOUNTAIN

- 0'26"13 Al Pierce, Salisbury
- 0'26"20 Jamie Hyde, Bradford-on-Avon
- 0'26"30 Brett Slader, Australia

BIG SNOWMAN speed game

- 1'35"40 Al Pierce, Salisbury
- 1'36"13 John Heelham, Manchester
- 1'36"93 Jamie Hyde, Bradford-on-Avon

SUNSET ROCK speed

- 1'33"33 Al Pierce, Salisbury
- 1'34"60 Jamie Hyde, Bradford-on-Avon
- 1'34"60 Brett Slader, Australia

NIGHT HIGHWAY

- 1'27"96 Al Pierce, Salisbury
- 1'29"13 Kevin Seene, Bath
- 1'29"73 Graeme Robb, Scotland

GRASS VALLEY

- 1'39"80 Al Pierce, Salisbury
- 1'40"83 John Heelham, Manchester
- 1'41"43 Konstantinos Mitzithras, Greece

DIZZY LAND

- 1'34"63 David Mason, Plymouth
- 1'34"93 Al Pierce, Salisbury
- 1'35"96 Kevin Seene, Bath

QUICKSAND

- 1'34"00 Al Pierce, Salisbury
- 1'34"56 Kevin Seene, Bath
- 1'35"10 John Heelham, Manchester

SILVER MOUNTAIN

- 1'42"80 Al Pierce, Salisbury
- 1'44"13 Jamie Hyde, Bradford-on-Avon
- 1'44"70 John Heelham, Manchester

NINJA LAND

- 00'22"66 Al Pierce, Salisbury
- 00'22"96 Andy Palmer, Herts
- 00'23"10 Daniel Aherne, Manchester

1080° Snowboarding

UK (PAL) TIMES ONLY

CRYSTAL LAKE

- 1'02"76 Ruben Larsen, Norway
- 1'02"79 Adam Charlton, Huntingdon
- 1'02"86 Jon Olav Larsen, Norway
- 1'02"89 Peter Howe, Kent
- 1'02"96 Sean Matthews, Paisley

CRYSTAL PEAK

- 1'27"84 Adam Charlton, Huntingdon
- 1'27"41 Danny Dunn, Lincolnshire
- 1'27"54 Manolis Kalaitzake, Cork
- 1'27"81 Steven Zwartjes, Holland
- 1'27"87 Brett Slader, Australia

GOLDEN FOREST

- 1'19"89 Ruben Larsen, Norway
- 1'19"92 Steven Zwartjes, Holland
- 1'19"99 Danny Dunn, Lincolnshire
- 1'20"02 Andrew Mills, Dundee
- 1'20"12 Jan-Erik Spangberg, Sweden

MOUNTAIN VILLAGE

- 1'22"53 Laurie Eggleston, Kent
- 1'29"69 Ruben Larsen, Norway
- 1'30"75 Adam Charlton, Buckden
- 1'31"04 Brett Slader, Australia
- 1'31"17 Damien Orchard, Hereford

DRAGON CAVE

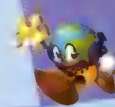
- 1'25"99 Ruben Larsen, Norway
- 1'26"19 Norman Obaseki, Leeds
- 1'26"42 Manolis Kalaitzake, Cork
- 1'26"59 Damien Orchard, Hereford
- 1'26"62 Philipp Sokolean, Switzerland

DEADLY FALL

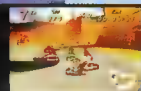
- 1'07"98 Norman Obaseki, Leeds
- 1'08"01 Ruben Larsen, Norway
- 1'08"07 Brett Slader, Australia
- 1'08"11 Leigh Hughes, Gwent
- 1'08"23 Damien Orchard, Hereford

CONTEST MODE

- 395433 Steven Zwartjes, Holland
- 322451 Rob Pierce, Salisbury
- 308110 Maurice Blount, Deeside
- 296544 David Vowles, Bath
- 265088 Oliver Thomason, Brighton



Diddy Kong Racing



UK (PAL) TIMES ONLY

ANCIENT LAKE

1	0'35"15	Laurie Eggleston, Kent
2	0'36"20	Stuart Richards, Surrey
3	0'38"40	Beckie Haskins, Southsea
4	0'38"70	Alan Inker, Newport
5	0'40"60	Stelios Giamarelos, Greece

FOSSIL CANYON

1	1'02"81	Stuart Richards, Surrey
2	1'05"00	Adam Charlton, Huntingdon
3	1'05"44	Stelios Giamarelos, Greece
4	1'05"83	Orestis Giamarelos, Greece
5	1'08"33	Beckie Haskins, Southsea

HOT TOP VOLCANO

1	0'53"93	Stuart Richards, Surrey
2	1'00"81	Stelios Giamarelos, Greece
3	1'01"96	Beckie Haskins, Southsea
4	1'02"95	Orestis Giamarelos, Greece

JUNGLE FALLS

1	0'41"70	Stuart Richards, Surrey
2	0'41"53	Adam Charlton, Huntingdon
3	0'43"53	Stelios Giamarelos, Greece
4	0'44"74	Orestis Giamarelos, Greece
5	0'45"66	Arthur Van Dalen, Holland

WALRUS COVE

1	1'30"35	Stuart Richards, Surrey
2	1'30"73	Adam Charlton, Huntingdon
3	1'33"24	Stelios Giamarelos, Greece
4	1'35"40	Steven Zwartjes, Holland
5	1'35"77	Orestis Giamarelos, Greece

CRESCENT ISLAND

1	1'02"83	Laurie Eggleston, Kent
2	1'06"43	Stuart Richards, Surrey
3	1'09"01	Stelios Giamarelos, Greece

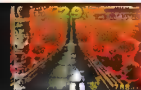
WINDMILL PLAINS

1	1'12"71	Laurie Eggleston, Kent
2	1'25"43	Stuart Richards, Surrey
3	1'33"67	Stelios Giamarelos, Greece
4	1'35"45	Adam Charlton, Huntingdon
5	1'36"61	Orestis Giamarelos, Greece

DARKMOON CAVERNS

1	1'42"60	Stuart Richards, Surrey
2	1'46"41	Adam Charlton, Huntingdon
3	1'48"03	Tim Booth, Shrewsbury
4	1'49"03	Richard Dunn, Lincolnshire
5	1'49"63	Beckie Haskins, Southsea

F-Zero X



UK (PAL) TIMES

DEATH RACE

1	00'31"323	Michael Swift, Liverpool
2	00'34"49	Chris Bartlett, Kent
3	00'41"423	Stuart Richards, Surrey
4	00'42"974	Rodney McComb, Co. Londonderry
5	00'43"254	Martin Conroy, Leeds

MUTE CITY

1	1'15"069	Richard Dunn, Lincolnshire
2	1'24"283	Zen, Liverpool
3	1'25"393	Kevin Seeney, Suffolk
4	1'25"737	Simon Amer, Turnford
5	1'26"251	Steve Woolley, Norfolk

SILENCE

1	1'07"818	Richard Dunn, Lincolnshire
2	1'13"401	Kevin Seeney, Suffolk
3	1'13"891	Greg Hibbert, Co. Durham
4	1'16"829	Simon Amer, Turnford
5	1'17"231	Sam Walker, West Malvern

RED CANYON

1	1'14"610	Richard Dunn, Lincolnshire
2	1'17"449	Morten Tronstad, Norway
3	1'17"708	Alan Bell, Milford Haven
4	1'18"070	Stuart Richards, Surrey
5	1'18"076	Geoff Bell, Milford Haven

WHITE LAND

1	1'38"898	Steven Zwartjes, Holland
2	1'39"039	Morten Tronstad, Norway
3	1'39"883	Tim Donders, Holland
4	1'39"956	Alan Bell, Milford Haven
5	1'40"089	David Van Moer, Belgium

SECTOR B

1	1'39"464	Richard Dunn, Lincolnshire
2	1'41"274	Steven Zwartjes, Holland
3	1'42"861	Zen, Liverpool
4	1'43"553	Nils Menzler, Germany
5	1'43"831	David Van Moer, Belgium

MUTE CITY 3

1	1'28"805	Richard Dunn, Lincolnshire
2	1'41"133	Alan Bell, Milford Haven
3	1'41"537	Geoff Bell, Milford Haven
4	1'41"602	Steven Zwartjes, Holland
5	1'42"279	Tom Donoughue, Balsham

RAINBOW ROAD

1	1'57"525	Richard Dunn, Lincolnshire
2	2'11"920	Steven Zwartjes, Holland
3	2'14"829	David Van Moer, Belgium
4	2'16"650	Martin Conroy, Leeds
5	2'16"938	Morten Tronstad, Norway

BIG HAND

1	2'09"511	Richard Dunn, Lincolnshire
2	2'28"402	Morten Tronstad, Norway
3	2'28"549	David Van Moer, Belgium
4	2'29"250	Steven Zwartjes, Holland
5	2'29"573	Andrew Harvey, Twyford

New Leagues

To keep things fresh we've decided to scrap the current challenges on the following games. As of issue 31 we'll be naming leagues for each of the following:

F-Zero X

UK (PAL) times only please

- Sand Ocean
- Big Blue
- Sector Alpha
- Devil's Forest 2
- Fire Field
- Red Canyon 2
- Space Plant
- Sand Ocean 2
- Port Town 2

Diddy Kong Racing

UK (PAL) times only please

- Everfrost Peak
- Frosty Village
- Whale Bay
- Pirate Lagoon
- Treasure Caves
- Boulder Canyon
- Haunted Woods
- Star City
- Spaceport Alpha

F1 World Grand Prix

UK (PAL) times only please

- San Marino
- Spain
- Canada
- Hungary
- Belgium
- Austria

Mario Kart

UK (PAL) times only please

- Moo Moo Farm
- Kalimari Desert
- Toad's Turnpike
- Choco Mountain
- Wario Stadium
- Sherbet Land
- Donkey Kong's Jungle Parkway
- Yoshi Valley
- Rainbow Road

Also, don't forget the *Rogue Squadron* times we asked for last month. Here they are again in case you missed them:

- Ambush at Mos Eisley
- Liberation of Gerrard V
- Search for the Nonnah
- Rescue on Kessel
- Defection at Correllia
- Battle above Taloraan
- Death Star Trench Run*

- Battle of Hoth*
- The Battle of Calamari

* bonus levels – you'll need to have collected a gold medal on all the levels to access the bonus tracks or, alternatively, try entering DEADDACK at the password screen. That'll give you access to all the ships and all the levels.

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible. Send all your bits to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

UPDATE!

skill club

64



N64? Check. Games? Check. Camera/video? Check. Skill? That'll be a check...

So, then, Skill Club 64. Like a swimming pool in a three star self-catering apartment in Tenerife full of fat, ugly, sweaty tourists and small children floating around in Mr Blobby rubber rings, it looks great from the outside but it's difficult to get into. Oh, yes.



But, that's the beauty of it. It's tricky. And, as we all know, nothing worth having in life is easy. Particularly that bit in the swimming pool where the jets spray out warm water. Ahem. Sooooooo, to nab yourself either a Bronze, Silver or Gold certificate and stand a chance of winning one of Nugen's fabulous Manta Ray pads - quite possibly the best third-party joyypad in the world (more of which you'll know about if you give them a shout, via the old dog and bone on 01992 707407), you're going to have to work for it. Work hard.

Challenges? There are 16 of them and, to get into the Gold league, you only need to complete ten. Easy? Ha, you can bet your bottom dollar it's not. But, if you fancy giving it a stab, why not get recording and send in your entries. You never know. It just might make it...

GOLD Club

complete 16 challenges

Simon Moore, <i>Liverpool</i>	Phill Young, <i>Northallerton</i>
Richard Davies, <i>Rotherham</i>	Michael Mawdsley, <i>Southport</i>
René Laurent, <i>Ireland</i>	Scott Brown, <i>Stocksfield</i>
Stephen Lockhart, <i>Ireland</i>	Daniel McCann, <i>Glasgow</i>
Andrew McGrae, <i>Southport</i>	Afong Toh, <i>Netherlands</i>
Matthew King, <i>Bromley</i>	Brett Slader, <i>Australia</i>
Derek Thomson, <i>Edinburgh</i>	Gary Thomson, <i>Mid Lothian</i>
Jon Davies, <i>Wallingford</i>	Nick & Chris Robinson, <i>West Sussex</i>
Jan-Erik Spangberg, <i>Sweden</i>	Tom Spurrier, <i>Southampton</i>
Kelly Humphreys, <i>Marlow</i>	Mark Reilly, <i>Glasgow</i>
Graham Underwood, <i>Cumbria</i>	Antonio Vites Carmora, <i>Spain</i>
Gregor Richards, <i>Dorking</i>	Chris Partridge, <i>East Sussex</i>
Stuart Richards, <i>Dorking</i>	Jesús Ramos Membrive, <i>Spain</i>
Stephen McMahon, <i>Co. Down</i>	Chris Ross, <i>Angus</i>
John Kostons, <i>Netherlands</i>	Ross Duncan, <i>Nairn</i>
Piet dem Dulk, <i>Holland</i>	Joshua Takaoka, <i>Newbury</i>
Paul Isaia, <i>Southampton</i>	Paul Northend, <i>Middlesborough</i>
Robert Gallagher, <i>Eastleigh</i>	Bill McCoist, <i>Fareham</i>
Ingvar S. Arnorson, <i>Iceland</i>	Ross McKinstry, <i>Arbroath</i>
David Sharp, <i>Clackmannanshire</i>	Tom Magee, <i>Liverpool</i>
Shane Roberts, <i>Spalding</i>	Richard Davies, <i>Rotherham</i>
Andrew Mills, <i>Londonderry</i>	Greg Duncan, <i>Glasgow</i>
Mark Currid, <i>Ireland</i>	Alan Dundas, <i>Angus</i>
David Nicol, <i>Cambridge</i>	Jeremy Hammett, <i>Woking</i>
David Keane, <i>Sandwich</i>	Kenton Knop, <i>America</i>
David Crowther, <i>Kent</i>	Gregory Kuzdenyi, <i>Ealing</i>
Daniel Syversen, <i>Norway</i>	Michael Cunningham, <i>Australia</i>
Stelios & Orestis Giaremelos, <i>Greece</i>	Alex Deas, <i>Scotland</i>
Michael J.K Bevan, <i>New Zealand</i>	Davy James, <i>Powys</i>
Chris Smith, <i>Tyne & Wear</i>	
Kostas A. Mitzithras, <i>Greece</i>	
Richard Ford, <i>London</i>	

SILVER Club

complete 7 challenges

NAME	COMPLETED	NAME	COMPLETED
Kenneth Pickering, <i>Ayrshire</i>	A,B,C,D,G,I,J	Lewis Cave, <i>Loughborough</i>	A,B,D,E,F,I,N
Shaun Bell, <i>Trowbridge</i>	A,B,D,E,G,H,I	Stephen Mansfield, <i>Derby</i>	A,B,C,D,E,J,M
Kurt Peter Radford, <i>Rotherham</i>	A,B,D,E,F,I,J	Steven Said, <i>Australia</i>	A,B,E,F,G,I,M
Richard Davies, <i>Rotherham</i>	A,B,D,E,F,I,J	Pedro Manacas & Rui Mota, <i>Portugal</i>	A,D,E,F,H,I,N
Philip Foster, <i>Havant</i>	A,B,D,E,F,G,I	David Gamble, <i>Co. Antrim</i>	A,B,C,D,I,L,N
Derek Topper, <i>Bristol</i>	A,C,E,F,G,H,I	Colin Taylor, <i>Barnet</i>	A,B,C,D,L,M,O
Chris Searce, <i>Reading</i>	A,B,C,D,F,G,I	James Bundy, <i>Reading</i>	A,C,D,E,F,I,L
Arthur Van Dalen, <i>The Netherlands</i>	A,B,D,F,G,H,I	Griffin Leadebrand, <i>Australia</i>	A,B,D,F,I,L,M
Ciaran McDermott, <i>Ireland</i>	A,B,C,D,E,F,H	M. Mina, <i>Essex</i>	A,C,E,F,I,M,O
Rony Costa, <i>Middlesex</i>	A,B,C,D,E,I,J	Luke Yeandle, <i>Abertillery</i>	A,B,C,D,E,G,P
Andrew Castiglione, <i>Bristol</i>	A,B,D,E,F,H,I	Nils Menzler, <i>Germany</i>	A,B,C,E,I,N,O
Jon Olav Larsen, <i>Norway</i>	A,B,C,D,E,F,G	Jimmi Aarela, <i>Finland</i>	A,B,D,E,F,I,P
Mario Sioutis, <i>Greece</i>	A,C,D,E,F,G,H	Geoffrey Maddocks, <i>Australia</i>	A,D,F,G,I,M,N
Andrew Rutherford, <i>Macclesfield</i>	A,B,C,D,F,G,I	Christopher Grant, <i>Inverness</i>	B,C,F,H,I,L,M
Ben Campion, <i>Staffs</i>	A,B,C,D,F,H,I	Martyn Bibby, <i>Cheshire</i>	A,B,D,E,F,G,H,I
Ben Cook, <i>Shoreham-By-Sea</i>	A,B,C,D,G,H,I	Anthony Gruitt, <i>Sittingbourne</i>	A,B,C,D,F,G,M
Chris Constable, <i>Devizes</i>	A,C,D,F,G,H,I	Christopher Smith, <i>Surrey</i>	A,B,C,D,E,G,I,J
Chris Scotney, <i>Leighton Buzzard</i>	A,B,C,D,G,H,I	Aidan Murray, <i>Co. Cork</i>	A,B,C,D,F,G,H,I
Dave Bloemer, <i>Holland</i>	A,B,C,D,F,G,K	Chris Kerry, <i>Essex</i>	A,B,C,F,G,I,K,L
The Terrible Twins, <i>Banbury</i>	A,B,C,E,F,H,I	Matthew Weston, <i>Nottingham</i>	A,B,C,D,G,H,I,L
Craig Silcocks, <i>Trowbridge</i>	A,B,C,D,E,F,J	Torri Marco, <i>Switzerland</i>	A,B,C,D,E,L,M,N
Gard Mellemstrand, <i>Norway</i>	A,C,D,E,F,G,I	Laurie Eggleston, <i>Kent</i>	A,B,C,D,F,G,J,M
Andrew Taylor, <i>Cheshire</i>	A,B,C,D,F,H,I	Ryan McIlvenna, <i>Co Antrim</i>	A,B,C,D,F,I,K,L
James Cruickshank, <i>Clackmannanshire</i>	A,C,D,F,G,H,I	Philipp Sokolean, <i>Switzerland</i>	A,B,D,E,H,I,L,M
Tom Clarke, <i>Bucks</i>	A,B,C,D,F,I,K	James Hegarty, <i>Belfast</i>	A,B,F,G,H,J,N,P
Kevin Gilbert, <i>Upton</i>	A,B,D,G,H,J,K	Chris & Kevin Fennelly, <i>London</i>	A,C,D,F,I,J,M,O
Iain Dalby, <i>Tyne & Wear</i>	A,C,D,E,F,G,H	Richard Whitham, <i>Poulton-le-Fylde</i>	A,B,C,D,F,G,L,O
Brian Mulheran, <i>Tyne & Wear</i>	A,C,D,E,F,G,H	Matthew Wilkins, <i>Wiltshire</i>	A,B,D,E,G,I,M,N
Dylan Foale, <i>Devon</i>	A,B,C,D,F,G,I	Kevin Loughlin, <i>Slough</i>	A,B,C,E,F,K,M,O
Robbie Klijn, <i>The Netherlands</i>	A,B,C,D,E,F,L	Alex McIver, <i>Edinburgh</i>	A,B,C,F,K,L,N,O
Stuart Derbyshire, <i>Bolton</i>	A,B,D,E,F,G,I	Matthew King, <i>Bromley</i>	A,B,C,D,E,F,G,I,J
John Heelham, <i>Manchester</i>	A,B,D,G,H,I,K	Chris Gray, <i>Fife</i>	A,C,D,E,F,H,I,J,L
Peter Tweedie, <i>Woking</i>	A,B,C,D,H,I,M	Andrew Harvey, <i>Twyford</i>	A,B,C,G,I,K,L,M,N
Adam Denton, <i>Crewe</i>	A,B,D,F,G,H,I	Kevin Seenev, <i>Bury St Edmunds</i>	A,B,C,D,I,L,M,O,P
Jeremy Scoble, <i>Plymouth</i>	A,C,D,E,G,H,I		

BRONZE Club

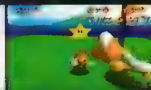
complete 3 challenges

NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED	NAME	COMPLETED
Miles Fearnley, West Yorks	B,D,E	Wayne Parkes, Cornwall	A,B,D	Tjing Lam, Netherlands	A,E,F	Ed Higgins, Essex	A,B,G,I
R. Knapman, South Wirral	A,B,E	Joel Porter, London	A,E,F	Lesley Hodges, Switzerland	A,B,I	Joel Radford, Australia	A,B,C,D
Stephen Durant, Bridgwater	A,F,I	Floryn Cleverens, The Netherlands	A,C,G	Tom Hill, Wickford	A,B,F	Kane Dorey, Jersey	A,B,D,H
Simon Bell, Co. Durham	A,B,F	Martin Hunter, Edinburgh	A,B,E	Mart V. D. Ven, Holland	A,C,I	David Dixon, Cumbria	A,D,F,G
Herman Valk, The Netherlands	A,B,G	Richard Holmes, Derbyshire	E,G,I	David Conroy, Lancaster	A,B,C	Richard Woodall, New Zealand	A,C,D,G
Michael Gapper, Bristol	A,C,F	Alex Wood, Ipswich	A,B,D	John Addis, Marlow	A,B,D	Martin Drew, Bognor Regis	A,D,G,J
Riccardo Riboldi, Italy	A,B,E	Mike Hodzelmans, Holland	A,B,D	Victor Supica, Australia	A,B,K	David Park, Tyne & Wear	A,D,F,G
Adam Norman, Nottingham	A,D,E	Michael Petch, Doncaster	A,B,I	Ben Duffield, Great Yarmouth	A,D,E	James Garrity, Liverpool	A,B,D,E
Nicholas Bec, Salisbury	A,C,I	Simon London, Norwich	A,B,C	Rowan Sloan, Orpington	A,D,F	Michael Williams, Cardiff	D,H,I,K
Paul Coulson, Stamford	A,B,F	Peter Campbell, Belfast	D,G,J	James Hulston, Manchester	A,D,H	Martin Flynn, Kent	A,C,D,F
Sebastian Bond, Gloucester	A,D,G	William Shutes, Norwich	A,B,F	Mike Barber, Stoke-on-Trent	A,C,D	Mikael Bogdanoff, Finland	A,F,I,J
Ioan Rees, Redditch	A,B,G	Simon Lyddon, Devon	A,B,D	Gary Townsend, Norfolk	A,B,D	Tom Carver, Devon	A,C,H,I
Nick Hadden, Co. Cork	A,C,I	Steven Smith, Essex	B,D,F	Chris 'The Pyemaster' Madden	A,B,C	Steven Goacher, Surrey	A,B,D,H
Tom Richardson, Addingham	A,C,H	Henry Rummings, Ashford	A,B,D	Joshua Kendall, Australia	B,C,D	Kevin Gurton, Kent	A,B,D,I
Robert Kloosterhuis, Holland	A,D,F	Edward Rummings, Ashford	A,B,D	Robert Eaton	A,B,G	David and Chris Mason, Plymouth	A,B,D,I
Gordon Scales, Nottingham	A,B,F	Ryan Carson, Devon	A,C,F	Adam Holmes, Birmingham	C,D,E	Scott Winterburn, Norfolk	A,D,G,I
Ian Renyard, Ashford	A,B,F	Ashley Bennett, Essex	A,D,I	James Steer, Maidenhead	A,D,F	Antonio V. Carmona, Spain	A,D,G,I
Phillip Renyard, Ashford	A,B,F	Thomas Vincett, Weston-super-Mare	A,D,F	Robert Beaver, Manchester	A,B,D	Paul Jerome, London	A,B,C,D
Andy Howard, Cambridge	A,B,D	Sarah Margie, Ware	A,B,I	Graeme Downes, Surrey	A,C,D	Gavin Cullen, Earlsdon	A,C,F,G
Remco Van Wingerden, Holland	A,B,F	Sam Thompson, Aberystwyth	C,D,I	Carl Brennan, Cumbria	A,B,F	Mark Shackcloth	A,F,G,I
Mark Odell, Derby	A,D,E	Toni Ylaranta, Finland	A,G,I	Henry Edmondson, Preston	A,B,H	Mariusz Panczar, Poland	A,E,G,L
Thomas Suckling, Ipswich	A,D,F	Tom Badran, Basingstoke	A,C,G	Matthew Prior, Norwich	A,B,H	Daniel Brown, Australia	A,D,F,M
Dylan Foale, Devon	A,C,I	John Hope, Northampton	A,F,I	Richard McCann, Wirral	A,C,D	Steven Dalton, Stockton-on-Tee	A,B,D,H
Lee Robertshaw, Southampton	A,E,F	Joshua Clarke, Birmingham	A,C,F	Thomas Taylor, London	A,C,D	Jerden Marinus, The Netherlands	A,B,E,H
Ian Gore, Somerset	A,B,F	Matthew Harper, Gloucester	A,D,I	Simon Nash, Watford	B,D,H	Steven Woolley, Norfolk	A,B,D,N
Graham Cookson, Kent	A,B,H	Christopher Green, Reading	A,D,F	Henryk B. Zaleski	A,B,L	Jaako Herminen, Finland	A,B,C,I
Dave Bloemer, Holland	A,C,F	Chris Knowles, Cheshire	A,B,D	John Lucas-Herald, Edinburgh	A,D,I	Antony Bogan, Cleveland	B,D,H,I
Andrew Hannah, Swindon	B,D,F	Turo Halinen, Finland	A,D,K	Michael Craze, Chigwell	A,C,D	Richard Doherty, Newport	B,D,E,J
Erwin Zeevaert, Holland	A,F,H	Dennis Schuh, Holland	A,C,D	Jostein Austvik Jacobsen, Norway	A,B,F	Jonathan McConnell, Truro	A,B,E,F
Steve Paget, Bunsall	A,C,D	Niall Quigley, Co. Tyrone	A,B,H	Daniel Aherne, Manchester	A,B,D	Ross McConnell, Truro	A,B,E,F
Philip O. Herts	A,D,H	Guy Burdge, Somerset	A,D,E	Mark Johnson, Cumbria	A,D,H	Joachim Clauwers, Belgium	A,B,D,F,H
Benjamin Lo, London	E,F,I	Brian Davidson, Co. Tyrone	A,B,D	Paul Howling, Suffolk	A,D,M	Barry Roger, Manchester	A,B,D,M
Robert Lynch, Middlesex	A,B,D	Scott Butler, Co. Armagh	A,C,G	Ricardo Perez, Southport	A,B,I	David Faggiani, Manchester	A,B,D,F
Owain Brimfield, Isle of Man	A,E,F	Pieter van den Brink, The Netherlands	A,I,K	David Fisher, Hull	A,D,E	Chris Lowe, Tyne & Wear	A,C,D,H
David Newbrook, Staffs	A,D,F	Andrew Phillips, London	A,D,J	MD Lin, Crawley	D,E,H	Steven Astley, Wigan	A,E,F,I
Alex Schwassmann, Germany	A,F,I	Alastair Edwards, London	A,D,J	Harris Tsalidis, Greece	A,C,D	Mike Smith, Gloucester	A,B,C,M
Jonathan Townsend, Gwent	A,E,G	Paul Shinn, Deptford	A,I,K	Matthew Greig, Angus	A,E,H	Robert Ward, Middlesex	A,B,G,H,I
David Myring, Bristol	A,E,F	Oliver Carson, Devon	A,C,D	Iestyn Roberts, Caernarfon	A,D,F	Alain Keersmaekers, Belgium	A,B,C,F,J
Ben Davies, Coventry	B,C,I	Christopher Balzan, Kent	A,D,F	Bent Egil Sumelius, Norway	A,D,I	David Lewis, Birmingham	A,B,D,E,F
Matt Peck, East Sussex	A,D,E	John Davies, Staffordshire	A,D,F	Nick Fell, Oxshott	B,D,M	Aaron Tuson, Essex	A,C,D,E,F
Mark Rundle, Herts	A,D,H	Steven Mai, Staffordshire	A,C,D	Christopher Poole, Bristol	A,B,M	Simon Webber, Wokingham	A,B,D,E,F
Richard Sutton, Kent	A,B,I	Daniel Green, Thornton	A,C,D	David Sanderson, Worcester	B,G,M	Stephen Rogers, Manchester	A,C,E,F,H
Mark Walker, Bedford	A,B,F	Ben Dawson, Sheffield	C,D,J	Anthony Reynolds, London	A,F,M	Pat Shields, Co. Down	A,C,D,E,I
Jonathan Davies, Coventry	B,C,I	Richard Best, Dundee	A,B,E	Luke Wells, Chester	A,D,I	Benjamin Khan, Bradford	B,C,D,F,I
Sandy McKenzie, Fife	C,F,H	Marc Edgeworth, Gloucester	A,F,G	Tom White, West Sussex	A,J,M	Per Nilsson, Sweden	A,B,D,F,I
Adam Khattak, Belfast	A,C,F	Chris Pitchell, Bristol	A,B,I	Liam Allsworth, Oxford	H,I,L	Panagiotis Bagiokos, Greece	A,B,C,F,I
Matthew Kitis, Liverpool	B,C,I	Harrison Bolt, Surrey	A,B,F	Daniel Allsworth, Oxford	H,I,L	Roeland Van Straalen, Holland	A,B,C,F,I
Joe Cape, Stirling	A,C,D	James Arnold, Australia	A,B,C	Nick Haynes, Orpington	A,E,M	Aynsley Welling, Cyprus	C,E,F,G,I
Ewen Summers, Ayrshire	A,B,D	Alun Thomas, Haverfordwest	A,F,J	Seiji Lim, South Croydon	B,C,M	Mark Herjan, Poland	A,C,D,J,M
Joachim Clauwers, Belgium	A,D,F	Mark Aquilina, Malta	A,B,I	William King, Bromsgrove	A,E,F	Charles Ayesa, Australia	A,B,D,G,H
David Holmes, Doncaster	A,B,F	Gokhan Kurt, London	C,H,I	David Kelsey, London	B,D,E	Mark Green, Cheltenham	A,C,D,F,H
Tom Wyatt, Staines	A,C,D	Raymond Wan, Cheshire	A,B,D	Sam Ranford, Cornwall	D,H,I	Chris Kerry, Essex	A,B,C,F,I
Ben Stevens, London	A,E,F	Robert Clark, Kent	A,B,D	Richard Fong, Bebington	A,B,D	Daniel Metcalf, Norwich	A,C,D,F,G
James O'Sullivan, Somerset	A,B,D	John Stackhouse, Walsall	A,B,D	Alex Underhill, Wolverhampton	A,C,J	Gearoid Reidy, Co. Offaly	B,C,D,E,G
Keith Tannahill, Ayrshire	A,D,J	Lee Fletcher, Halifax	A,D,I	Andrew Fong, Bebington	A,B,D	Michael Middleton, Huddersfield	A,B,C,D,H
Jamil Yahyaoui, Belfast	A,B,D	Myles Giles, Huddersfield	A,D,I	Hedley Gabriel, Essex	A,B,D	Richard Brady, Essex	A,D,F,H,I
Michael Achilles, Chingford	A,D,I	James McKeown, Ayr	B,D,I	Simon Johansson, Sweden	B,H,I	Lawson Gavin, Co. Offaly	B,C,D,E,G
Jan Dehm Neves, Portugal	A,E,G	Adam Skeggs, Leicester	A,C,H	John Mellor, Huddersfield	A,G,H	Steven Bigham, Whitburn	A,C,F,H,I
Ben Wakefield, Twickenham	A,B,D	Nader Kohbodi, Anglesey	A,D,E	Luke Sculley, East Sussex	A,B,M	Ashley Hamilton, Co. Tyrone	A,B,D,H,I
Omid Elliott, Co. Tyrone	A,B,C	Christopher Thompson, Co. Antrim	A,D,E	Asim Haneef, Croyden	A,B,H	Andre Bifleuen, Holland	A,B,E,G,I
Nick Syrad, Reading	A,D,F	Plemis Luijnenburg, Holland	A,I,J	Michael Betts, Northampton	A,B,M	Roger King, Suffolk	A,B,D,F,I
Patrick Laakso, Sweden	A,B,D	Chris Tate, Tyne & Wear	A,G,I	Gregory Moore, Radley	D,M,O	Ryan Bledsoe, Knaresborough	A,B,D,H,I
David Gibson, Fleet	B,D,H	Manolis Kalaitzake, Cork	A,D,E	Nicholas Crew, Petersfield	A,I,M	James Smith, Gloucester	A,B,D,F,G
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Daniel Longstaff, Chigwell	A,G,I	Reuben Barker, East Sussex	A,C,D	Morville O'Driscoll, Worcester	A,D,O	Alain Keersmaekers, Belgium	A,B,F,I,L
Vincent Coyne, Galway	A,E,F	Peter Bowden, Manchester	A,B,F	Aaron Woolridge, Monmouth	D,H,N	Arne G. Pettersen, Norway	A,F,G,I,M
Raoul Smids, Belgium	A,B,G	Craig Thomas, South Wales	A,G,H	Paul Davies, Edmonton	B,E,G,I	Paul Davies, Conwy	A,B,C,D,G
Chris O'Riordan, Cornwall	A,B,E	David Heath, East Sussex	A,D,E	Chris Thomas, Wallington	A,B,C,I	Andy Pearce, Featherstone	A,B,D,F,I
Matthew Weston, Nottingham	A,C,D	Kari Bogdanoff, Finland	A,G,J	Tom Walker, Halstead	A,E,F,H	George Ioakimidis, Greece	A,B,C,D,H,I
Sandy McKenzie, Fife	C,F,G	Donique Visser, Holland	A,B,K	Lawrence Gilbey, Bridport	A,B,C,I	Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Norman Glover, Cleveland	A,B,F	David Grace, West Bromich	A,D,I	Neil Williamson, Nottingham	A,B,C,F	Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Alex Johnson, Sidcup	A,C,D	Jimi McGuinly, Cheshire	C,D,E	James Leigh, Clevedon	A,B,G,I	James Register, Surrey	A,B,C,D,F,H
Damian Unwin, Soton	B,C,D	Mark Anthony Say, Cleveland	A,D,E	Aidan Murray, Co. Cork	A,B,D,H	Jack Gilbey, Bridgeport	A,B,C,D,F,I
Chris Hinkley, Peckham	A,B,F	Daniel Green, Cleveleys	A,C,D	Carl Bullen, Liverpool	A,B,C,H	David Taylor, Fife	A,C,D,F,H,I
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Johan Brown, Grantham	A,B,D	Gavin Major, Worcestershire	A,B,D	Mark Quinn, Preston	A,B,E,I	Max. Steven and Hal, Dundee	A,B,C,H,I,L
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Oliver Bolton, Kent	A,C,F	David Conroy, Accrington	C,E,F	Andrew Carrington, Pontefract	A,D,E,J		
Elidir Jones, Gwynedd	A,B,F	Robert Moore, Co. Cork	A,C,E	Christopher McCabe, County Down	A,B,D,F		
Alan Hooper, Weston-super-Mare	A,D,E	Emil Tanem, Norway	A,B,D	Raymond Wells, Essex	A,B,F,H		
Alexander Filipowski, Warrington	C,F,J	Michael Elderfield, Canterbury	A,D,F				



challenge A

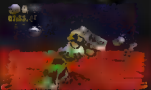
What you must do: Find all 120 stars.
Proof: Any picture of Mario with 120 in the top right corner.
Helpful tips: The first five issues of N64 Magazine tell you all you need to know about Super Mario 64. The DGG + No. 4.



Super Mario 64

challenge I

What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.



Blast Corps

challenge B

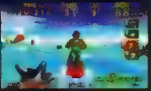
What you must do: Finish the game in Mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh, and don't forget the DGG + with issue 11.



Diddy Kong Racing

challenge J

What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful tips: Tips in issue 2 and the DGG + on the front of issue 14.



Wave Race 64

challenge C

What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful tips: Issue 8's free poster and the Double Game Guide + that came with issue 13.



Lylat Wars

challenge K

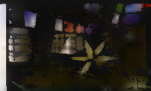
What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.



Yoshi's Story

challenge D

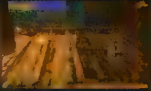
What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.



GoldenEye 007

challenge L

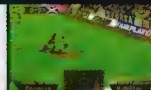
What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen - simple!
Helpful tips: A huge guide in issue 19 and DGG + No. 9.



Banjo-Kazooie

challenge E

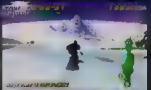
What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful tips: Tips in issues 4 and 14.



ISS64

challenge M

What you must do: Score over 80,000 in the Contest mode.
Proof: A video of you doing it would be best, although we will accept a picture of the high scores record screen.
Helpful tips: Issue 22's Double Game Guide +.



1080° Snowboarding

challenge F

What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful tips: Review in issue 4, tips in Issue 5. DGG + No. 2.



Mario Kart 64

challenge N

What you must do: Beat the Joker Cup on 'Master' setting.
Proof: Only a video will do. Beat the cup and then press Record to capture the delightful end sequence. You must record all of the sequence, though.
Helpful tips: Plenty of hints in issue 24's Double Game Guide +.



F-Zero X

challenge G

What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.



Pilotwings

challenge O

What you must do: Complete the game with 100 Gold Skulltulas and 20 hearts.
Proof: Pictures or a video of the quest status screen.
Helpful tips: The tips in issue 26 will tell you everything you need to know.



Zelda

challenge H

What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.



Turok: Dinosaur Hunter

challenge P

What you must do: Finish the first level in under 40 minutes.
Proof: Save the game at the end of the first level, quit, and take a pic of the load game screen.
Helpful tips: This is very, very tough. Plenty of tips in Issue 24.



Turok 2

the rules

- You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.
- You can enter for whichever challenges you like - it is entirely up to you.
- You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.
- Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.
- We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.
- You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.
- Bronze, Silver and Gold leagues will be published in each future edition of N64 Magazine.
- If you'd like your tapes or photographs back, please include a stamped, addressed envelope.

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film - 200 or, best of all, 400 ASA.

Taking videos

- Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
- Connect the 'Signal Out' plug on your video to your TV and turn both on.
- Switch your TV to the video channel and switch on your N64 with a game plugged into it.
- Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
- Achieve your challenge and get to the appropriate result screen.
- Put in a tape and press 'record'. Press 'Stop' after five seconds or so.
- Repeat steps 5 and 6 according to the number of challenges you're attempting.
- Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



Hullo there,

I humbly put myself forward for Bronze/Silver/Gold league. I enclose proof of

Super Mario 64	Blast Corps
DKR	Wave Race
Lylat Wars	Yoshi's Story
GoldenEye 007	Banjo-Kazooie
ISS64	1080°
Mario Kart	F-Zero X
Pilotwings 64	Zelda
Turok	Turok 2

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 I will swap *Mission: Impossible* for *Body Harvest* or *Snowboard Kids*. Call Will on 01932 248737. P.S. No box but hint book.
 I will swap my *Shadows of the Empire* for any good game or sell for £30. Call Tom on 01942 233990.
 I will swap *Turok* (boxed with instructions) and *Game Gear* with 11 games for a *Pocket Game Boy* (any colour). Ring Michael after 5pm on 0191 297 0857.
 Wayne Gretzky's *3D Hockey* and *Madden 64*. Will swap for *GoldenEye* and *Mission: Impossible* or *1080°* and a black controller. Call Belal on 01865 723 2108.
 F1 WGP to swap (boxed and in mint condition) for *DKR* or *Shadows of the Empire*. Will also sell for £30. Call Jamie on 01733 754357.
 1080° *Snowboarding* with box and instructions, one month old, mint condition £30. Will also swap for *Mission: Impossible* with box, instructions and in mint condition. Call Mick on 01754 820947.
 F1 *World Grand Prix* in good condition, to swap for *1080°* in good condition. I'll consider selling/swapping for any good offers. Ring Richard on 01302 350573.
 Will swap *Mortal Kombat Trilogy* for *Blast Corps* or any good game scoring over 70%. Call James on 0151 257 9151.
 I'll swap *Mission: Impossible* (in top condition and completed) for any N64 game. Call Nick on 01635 579051 (near Newbury).
 Want to swap *Mission: Impossible* for *Zelda* or *Warzone*? Call Chris on 01968 674673.
 PAL *Top Gear Rally* (boxed with instructions) £20. Free new memory card. Hyper 64 controller £15 (unused). SFX V3 £7. Call Joe on 01423 358753.
 Bargain! I'll exchange *Turok 2* for *Goemon*, *Mischief Makers*, *Yoshi* or *1080°* (all PAL). Phone Miles on 01472 349279 after 6pm.
 I want to swap either *Doom*, *Shadows of the Empire* or *Mario 64* for *DKR*. Call Matthew after 4pm on 01484 545164.
 WWF for *All Star Baseball*, *F-Zero X* for *Rogue Squadron*, *Top Gear Overdrive* for *MK4*, *Nagano Winter Olympics* and *Yoshi's Story* for £45. Call Stacy on 01795 534089.
 I will swap my *Snowboard Kids* for *WWF Warzone* or *WCW Revenge*. May also consider

Rampage World Tour or *Yoshi's Story*. Call Scott on 01603 470868.
 I'll swap *Banjo-Kazooie* for *F-Zero X*. Phone Paul on 01454 314627 (after 4.30pm on week days).
 I will swap *1080°* and *Mario* for your *Datel card* or will sell for £25 each or £40 together. Call Tom on 01304 852842.
 I'll swap *Super Mario 64* for *WWF Warzone* or for *WCW vs NWO Revenge*. Ring Anil on 01753 536974.
 I'll swap *Extreme G* for *Pilotwings 64* or sell for £25. Call Ben on 01278 652764.
 I will swap *Bomberman* (no box), *Mario*, *Lylat Wars*, *MK4* or *Mario Kart* (good condition) for your *Action Replay*. Phone Dominic on 01480 462761.
Extreme G plus box in excellent condition. Will swap for *Mystical Ninja* or *Mission: Impossible*. Contact David on 01955 602027 after 6pm.
Forsaken (excellent condition), will swap for *NHL Breakaway* or *Zelda* or any other decent offer! Call Marc on 0181 302 2777 after 4pm.
Banjo or *Wetrix* for *1080°*, *Kobe Bryant*, *Mario Kart*, *Top Gear Overdrive* or both for *Rogue Squadron* or *Wipeout*. Sell *Banjo* for £30, *Wetrix* £25, both £50. Call Richard on 01923 237371.
 Will swap my *DKR* or *GoldenEye* for any game scoring over 75%. Call Jamie on 01223 411267.
 I will swap or sell *Extreme G* for any good offer. Contact Rob on 01226 296401.
 Will swap *DKR*, *Bomberman* or *Duke Nukem* for *Killer Instinct Gold*, *Rampage World Tour* or an Action Replay card. Call Ben on 01389 841052.
 Will Swap *Mario 64* or *Lylat Wars* for any decent game, especially sports games. Call Richard on 01753 693393 (please don't phone Tuesdays or Thursdays).
Silicon Valley or *Mario 64* for *Banjo*, *Body Harvest*, *F-Zero X* or *Wipeout*. Willing to swap others. Phone Michael on 01462 456096

Phone Tom on 01234 852544.
 Game desperately wanted! *Final Fight 1* or 2 for the SNES, will pay £10 maximum. Contact Cesare on 0181 659 6809.
 Wanted! *Hexen*. Will pay £15 to £20. Must be in good condition. Phone James on 0121 602 2352.
 Wanted! Decent SNES RPGs, especially *Shadowrun*. *Syndicate* also wanted. Reasonable prices paid. Call Alan on 0115 933 4899 after 7pm. (All games must be PAL.)
Zelda, *Rogue Squadron*, *1080°*, *Banjo*, *Mischief*, *Goemon*, *Yoshi*, *Turok 2*, *WWF*, *Wipeout*, *Body Harvest*. Will buy or swap. Call Kevin on 0181 599 9306.
 Desperately wanted! *Pac Man* for *Game Boy*, will pay good price, must be in good condition. Will collect if in Blackpool area. Call Gary on 0468 044979 (weekdays).
 Wanted! *Zelda 64*, will pay £30-£35 if in good condition. Must have box and instructions. Phone Josh on 01872 510047.
 I really want to know how to learn the Song of Storms in *Zelda*. Write to Sam Manwaring, 2 Woodman Mead, Warmminster, Wilts, BA12 8TE.

HELP WANTED

In *Zelda*, how do you get past the statue in Spirit Temple to get to the Boss? Write to Joanne Ingham, 6 Malham Drive, Whitefield, Manchester, Lancs, M45 85D.
 Has anyone got any Action Replay codes for *GoldenEye*? Write to William Clarke, 2 Cornwallis Place, Saffron Walden, Essex, CB10 2B2.
 Issue 12 + *GoldenEye* guide book or any other tips or guides for 007. Will pay. Call Stuart on 01749 841316.

PENPALS

12-year-old male looking for 12-13-year-old penpal. Must like N64 and The Simpsons. Call George Hewitt on 01932 342159.
 14-year-old male looking for penpal of similar age, female, single, attractive. Send photo to John Horne, 52 Derwent Road, Herrington, Wirral, Merseyside, L63 2LD.
 13-year-old boy wants 11-14-year-old girl. Must like music and having a laugh! Write to Ed Barnett, Craig Lwyd, 9 Park View, Llanddew, Brecon, Powys, D3 9RL.
 14-year-old male wants penpal of similar age, male or female. Must like N64 and *Zelda*. Must also like football and the cinema. Write to Stuart Main, 109 Elan Way, Caldicot, Monmouthshire, NP6 4PZ.

GAMES WANTED

Wanted! *Mario 64* must be boxed, good condition. Will pay £15. Phone Scott on 01925 651298 after 4pm.
 Wanted *Zelda* game on SNES. Will pay up to £15. Call Daniel on 0171 820 0052 after 4pm on weekdays.
 Has anyone got *Sim City* for SNES? Call Gary on 01239 613328.
 Wanted: SNES, PlayStation, N64, Mega Drive, Saturn and Game Boy games. Good prices paid for all titles. Box and instructions not essential.

■ 15-year-old male wants a female penpal of similar age. I enjoy sports, PlayStation and N64s. Contact Drew on 01902 752240.

■ I want a 9-11-year-old female penpal who likes N64 and hates PlayStation. Write to Jonathan Cadby, 83c Offord Road, London, Islington, N1 1PG.

■ Female penpal 10-12 years wanted who will write regularly. I like most sports and N64. Write to Daniel Godfrey, 9 Poplar Avenue, New Inn, Pontypool, Torfaen, South Wales, NP4 0EX.

■ I would like a penpal aged 11-13 years. Must like *Zelda* and the X-Files. Send photo to Joshua Woods, 67 Rochvalley Way, Rochdale, OL11 4QL.

■ Penpal wanted aged 12-14 years. Must like *Starfox*, Yoshi, music etc. Write to Hugo Jackson, Chirthay, Nightingale Lane, Hambrook, Chichester, West Sussex, PO18 8HH.

■ Penpal wanted. 16 year-old-male or female. I enjoy N64 and reading. Write to Jamie Tullis, 34 Clement Rise, Dedridge, Livingston, West Lothian, EH54 6JY.

■ 16-year-old male wants 15+ female penpal. Must like N64s and possibly F1 racing and most sports. Call Andy on 01422 886343.

■ Two female penpals wanted aged 14+. Must like going to the cinema. Contact Lee Jones and Richard Lowry at 61 Heyville Road, Babbington, Wirral, Merseyside, L63 2HZ.

■ Male or femal penpal wanted. Must like PCs, N64s, or other consoles. Write to Ryan Kent, 71

Penzance Road, Kesgrave, Ipswich, Suffolk, IP5 1LG.

■ Penpals wanted! Male, female, old, young, N64 or PSX. I also have many other interests. Do you? Write to Peter Brodie, 15-16 Waratah Street, Cronulla, NSW, Australia, 2330.

■ Russian penpal wanted aged between 10 and 13 years. Must hate PlayStation. Write to Robert Booth, 25 Blackmead, Orton Malborne, Peterborough, Cambs, PE2 5PX.

■ Female penpal wanted for 13-year-old male who likes N64s, sport and music. Write to Edward Barnett, Graig Lwyd, Llanddew. Brecon, Powys, LD3 9RL.

■ 12-year-old boy looking for a girl penpal aged 11-13. Love N64 and snooker. Write to Scott Birrell, 21 Bridgeton Brae, Almondbank, Perthshire, Scotland, PH1 3JZ or phone on 01738 583032.

■ 12-year-old female wants male penpal 12+ who likes N64, South Park and sports. Photo if poss. Write to Lesley Brown, 90 Abbots Road, Grangemouth, Stirlingshire, FK3 8JD.

● Penpals wanted aged between 18-25, preferably females. Must like N64s, music and poetry. Please supply a photograph. Write to Paul Williams, 8 Lovett Court, Rugeley, Staffs, WS15 2QD.

■ Simpsons mad person after penpal aged 11-13 who loves N64 and computer games. Write to Ben Major, 3 Birdwood Gardens, Mathern, Chepstow, Monmouthshire, NP6 6UF.

GAMES FOR SALE

■ For sale! *Blast Corps* (brilliant condition) with book and guide £25, also *Quake* and *Extreme G* (brand new). Call Adam on 0161 980 3674.

● *F1 Pole Position* boxed with instructions. Excellent condition £25 ono. Call Thomas on 01759 306088 after 5pm.

■ I will swap *Madden 64* for *Super Mario* or any good game. Contact Oliver on 01785 812353.

■ I will sell you *Extreme G* for £30. Call Martin on 01768 866245.

■ *Zelda* £35, *F1 WGP* £25, *Gretzky Hockey* £15, *ISS '98* £30. All boxed and in good condition. Call Brendan on 01245 491533.

■ *Quake*, boxed with manual, £20. Call Ed on 0181 393 3397. Will accept other good games.

■ N64 for sale: Two controllers, *Turok 2*, *Mario Kart* and *Wave Race* £120 only. Call Dave on 01291 620899.

■ *Turok*, *Top Gear Rally* and *Shadows of the Empire* for £25 each. *Turok* with booklet, *TGR* with nothing. Call Alex on 01753 733607.

■ *Lylat Wars* for sale, any reasonable offers. Will swap for any good game. Call Adam on 01451 821832 or e-mail fishy213@aol.com

● SNES Gun Scope in perfect condition and six games only £50-60 inc. p&p. Ring Ben after 4pm on 01746 765774.

■ *GoldenEye*, *Mario Kart* and *Banjo-Kazooie* for sale, all mint and boxed, £30 each or £75 for the lot. Call Ross on 0181 287 5826.

■ SNES for sale! Console, two controllers, Scope and six games including *Mario Kart*, *Olympics* and *Football*. Call D. Graham on 01932 240459.

● *Turok: Dinosaur Hunter* and *FIFA '98 RTWC*, both boxed with manuals, £25 each. Call Ben on 01245 472607.

■ *ISS* and *Diddy Kong Racing* for £30. *Goemon* and *Body Harvest* £40 ono. Call James on 0161 282 3838. Buyer must collect.

● *Diddy Kong Racing* for £20. Call Zamir on 0181 672 0419.

● Selling *SM64*, *XG*, *NFL QBC*, *Lylat Wars* for £20 each. Rumble paks for £7. Call Mark on 0181 561 6985. Also selling PC games.

■ Will swap *Mission: Impossible* or *MK4* or *World Cup '98* for any good offer. Will also sell them. Call Graham on 01620 824939.

■ *SM64* with box and free guide £25 ono. *DKR* with box, instructions and free guide. Call Thomas on 0181 715 8473 or e-mail thecampbells@unforgettable.com

■ Will sell *GoldenEye* or *Diddy Kong Racing* for £25 each. I will also consider swapping for any other game. Call Jamie on 01223 411267.

● *Mission: Impossible* for N64 £30, SNES with five games including *Zelda*, *Worms* and *FIFA* £40 ono. Call Matty on 01652 655196.

■ Game Boy, *Zelda*, *Dr Franken*, *Simpsons*, *Gargoyles Quest* for £25 or swap for *Mission: Impossible* or *Body Harvest*. Call Shaun on 01622 675554.

■ *DKR*, *Banjo* and 007 all £25 each or £65 for the lot. Call Guy on 01404 815961.

● N64, 11 games, four controllers, three rumble paks, two memory cards, expansion pak, *Zelda*, *Turok 2*, *F-Zero* and *WWF Warzone*: £400 ono. Call David on 01475 721122.

■ *Lylat Wars* for sale £20 ono (no box or instructions) or swap for another good game. Call Charlotte on 01372 729886.

● *Top Gear Rally* unboxed with instructions. Will sell for £35. Call Rhys on 01222 694128.

● *F1 World Grand Prix* (brand new and fully boxed with booklet) will sell for £35. Call Adam on 0191 483 6130.

■ N64, two controllers, rumble pak, memory pak, *Lylat Wars*, *GoldenEye*, *Top Gear*, *F1 WGP*, *ISS '98*, as new, £199 ono (all boxed with instructions). Call Ed on 01889 568897.

■ Huge retro collection for sale includes NES, SNES and Virtual Boy. Send an sae to N. Marshall, 11 Oaklands Road, Groombridge, Tunbridge Wells, Kent, TN3 9SB or call Nick on 01892 864523 after 6pm.

■ Will sell *Lylat Wars* and *DKR* for £25 each ono or *Banjo* for £35 ono. Call Tom on 01147 268 0962.

■ *Banjo* £35, *Mission: Impossible* £30, *Turok* £25, *Bust-a-Move* £25, *Diddy Kong* (unboxed) £20 or all for £120. Call Steve on 07957 918048.

■ *TGR* £20, *DKR* £20, both boxed with instructions. Call B. Dovey on 0961 367794.



Cut out and send

N64 MAGAZINE READER ADVERTISEMENT FORM

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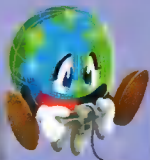
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THE RULES

Sadly, yes, there are some. Private ads only. Adverts for pirate software will not be accepted, either. N64 Magazine also accepts no responsibility for items lost, damaged or any loss whatsoever suffered as a result of the use of this page. I have read and understood the conditions for the inclusion of this free reader ad.

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Club 64 DIRECTORY



So, you want a section in your magazine with information on every N64 game ever? You got it.

How it all works

NEW! Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

HOW DO YOU SLEEP? 64

7% ★

Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Like our 'new' game? You bet you do. Eh? Similarities? Don't know what you're talking about. Nope, we sat down and came up with every single idea in this. (Actually, that's a lie, we can't think; it's hurts our tiny brains).

TOP TIP

Remember, because the 'Experience' meter is set so incredibly low, outright copying, cracking 'funnies' via e-mail, and pretending you work for a good company only further convinces the industry that you're a fart.

NEW! Information now includes whether a game uses a Rumble, Controller or Expansion Pak.

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

In here will be a tip of the toppermost variety, packed like tuna into a nice and concise space. Handy!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Mark Heath
TW	Tim Weaver
WO	Wil
ZN	Zy
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim
ME	Max
JP	James
SJ	Steve
MK	Mark
MG	Mark
DM	David

HIGHLY RATED

The five top games in Directory. Send us your own charts if you disagree.

- ZELDA 98%**
- MARIO 64 96%**
- TUROK 2 95%**
- GOLDENEYE 94%**
- F1WGP 93%**

UK Game releases

1080° SNOWBOARDING

89% ★

Nintendo ● £40 ● 1/2 players ● rumble pak ● On-cart ● Issue 21 ● MK



Stomach-whirlingly good, but it takes a while to get into. Still, stick with it and that familiar Nintendo magic shines through.

TOP TIP Double Game Guide + features more than enough tips and hints to enable you to access all the secret boarders.

Issue 22's

AERO FIGHTERS ASSAULT

58% ★

Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

TOP TIP To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C

AERO GAUGE

10% ★

ASCII ● £22 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a Wipeout clone with pop-up, cheating opponents and terrible controls.

TOP TIP Here's one you won't forget in a hurry: don't ever - EVER, mind - buy this game.

ALL-STAR BASEBALL

84% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 11 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

TOP TIP

Try entering the following cheat codes: ATEMYBUIK ● BRKNBATS ● GRTBLSFDST ● BBNSTRDS ● PRPPAPLYR

ALL-STAR BASEBALL 2000

80% ★

Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

More of the same for hardcore baseball fans. Not much of an update really, but still quite impressive.

TOP TIP

At the "ENTER CHEATS" screen enter the code "ATEMYBUIK". This will enable an alien themed stadium called Alienapolis at the bottom of the stadium select list.

ALL STAR TENNIS

68% ★

Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

TOP TIP

When serving, push the stick towards your opponents and aim for the centre line to produce an unreturnable power ace.

AUTOMOBILI LAMBORGHINI

67% ★

Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

TOP TIP

Beat every different game mode to access the four hidden cars. Rock and, moreover, roll.

BANJO-KAZOOIE

92% ★

Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery of the N64 hardware is once again demonstrated in this vast, stunningly beautiful Mario-alike.

TOP TIP

After you've drained the sandcastle in Treasure Trove Cove, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.

BATTLETANK

74% ★

3DO ● £40 ● 1-4 Players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

TOP TIP

Enter WMNRSMRTR as your password to access the excellent Storm Ravens female gang in multiplayer.

BETLE ADVENTURE RACING

81% ★

EA ● £40 ● 1-4 players ● rumble pak ● controller Pak ● Issue 27 ● MK

Enjoyable American-style racer with squillions of shortcuts and stacks of detail. Impressive graphics, despite the huge borders.

TOP TIP

In championship mode, drive through the barn on Coventry Cove. Hit the box inside the haystack closest to the road and finish the track to enable the cheat mode.

BIO FREAKS

76% ★

GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front.

TOP TIP

Disable blocking, and do nothing but shoot. Hold Left on the D-pad and press Start to switch to first-person.

BLAST CORPS

88% ★

Nintendo/Rare ● £20 ● 1 player ● on cart ● controller pak ● Issue 5 ● JS



One of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

TOP TIP

Re-enter a race after 'doing' it to race against your very own ghost. Double Game Guide in Issue 16.

BODY HARVEST

91% Gremlin ■ £30 ■ 1 player ■ rumble pak ■ on cart ■ Issue 22 ■ TW



Brilliant shoot-'em-up with stacks of bug-pummelling, tonnes of vehicles and the biggest worlds on the N64.

TOP TIP Start a new game with **ICHEAT** as your name. Press **Left-C, A, Top-C, Down** on the **D-pad, Right-C, Right** on the **D-pad**. You can now fly anywhere.

BOMBERMAN 64

50% Hudson/Nintendo ■ £20 ■ 1-4 players ■ on cart ■ Issue 8 ■ ZN

Oh dear. The one-player mode is tedious and the multiplayer game has been completely ruined.

TOP TIP Collect **100** cards and complete the game to open up a whole new hidden world.

BOMBERMAN HERO

66% Nintendo ■ £40 ■ 1 player ■ rumble pak ■ on cart ■ Issue 21 ■ TW

Uninspiring 3D adventure, but compulsive at times. Up against Banjo, mind, it looks rubbish.

TOP TIP Hold **A, B** and **Z** to open the **Level Select** menu. • Complete the hidden planet to enable the **Gold Bomber** mode.

BUCK BUMBLE

70% Ubi Soft ■ £50 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 20 ■ JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

TOP TIP **Unleash** weapons: On the **D-pad** push **Left, Right, Up** and **Down**. Hold for two seconds. Then push **Right, Right, Left** and **Left**.

BUST-A-MOVE 2

80% Acclaim ■ £40 ■ 1/2 players ■ controller pak ■ Issue 17 ■ JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

TOP TIP Press **L, Up** on the **D-pad, R** and **Down** on the **D-pad** on the title screen to open up **Another World**.

BUST-A-MOVE 3

82% Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ MK

Bust-a-Move as it's always been except for a simultaneous four-player mode. Recommended.

TOP TIP If you've got a bubble that won't match up, dangle it amongst a group of others and save it to use as part of a combo later on.

CASTLEVANIA

81% Konami ■ £40 ■ 1 player ■ rumble pak ■ controller pak ■ Issue 27 ■ JB

Learn to live with the rosey camera and the all-new 3D *Castlevania* delivers blood-drenched, atmospheric, undead shocks aplenty. Spook!

TOP TIP Spend over **1000** gold pieces on goodies from Renon's shop and you get to fight him the death.

CENTRE COURT TENNIS

67% Hudson ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 25 ■ TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

TOP TIP Aim for the down-the-line smash as much as possible. The opponents just can't handle it.

CHAMELEON TWIST

70% Ocean ■ £40 ■ 1-4 players ■ on cart ■ Issue 10 ■ JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

TOP TIP If your life meter is low when you enter a room, save the game and exit. Reload and you'll be full of Chameleon-esque liveliness.

CHAMELEON TWIST 2

55% Sunsoft ■ £40 ■ 1 player ■ controller pak ■ rumble pak ■ Issue 26 ■ MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

TOP TIP Look out for the little parachute that comes out of the chameleon's backpack. It's so cute...

CLAYFIGHTER 63½

24% Interplay ■ £20 ■ 1/2 players ■ on cart ■ Issue 9 ■ JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

TOP TIP Breaking the **LVN** open reveals several chips of varying thickness. Stack them together to prop up wobbly chairs, etc.

CHOPPER ATTACK

81% GT ■ £50 ■ 1 player ■ rumble pak ■ on cart ■ Issue 20 ■ JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

TOP TIP On the 'press start' screen, press **Top-C** seven times to access the hidden **Level Select** option.

CRUIS'M USA

24% Nintendo ■ £20 ■ 1 player ■ rumble pak ■ on cart ■ Issue 13 ■ TW

Dump. Less about driving, more a rule book on how to cock-up console games.

TOP TIP After entering your initials, push down and scroll the conveyor belt. Hold Left on **D-pad** for a minute and a severed head roll by.

CRUIS'M WORLD

38% Nintendo/Midway ■ £20 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 20 ■ TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

TOP TIP To pass the other cars easily, tap **A** twice to do a wheelie and they'll all get out of the way. Fun or what?

DARK RIFT

69% Vic Tokai ■ £20 ■ 1/2 players ■ on cart ■ Issue 9 ■ JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

TOP TIP Enter this code at the title screen to play as the game's two secret bosses: **A, B, R, L, Bottom-C** and **Top-C**.

DIDDY KONG RACING

90% Nintendo/Rare ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 10 ■ JA



This game is huge, a massive adventure mode and three different vehicles. Not quite as good as *MK* though.

TOP TIP For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'

DOOM 64

77% GT ■ £25 ■ 1 player ■ controller pak ■ Issue 7 ■ JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

TOP TIP At the password screen enter **T7JL BDFW BFGV JVVV** for a complete cheat menu. • Tips in issues 3 & 7.

DUAL HEROES

50% Bitwave/Hudson ■ £30 ■ 1/2 players ■ controller pak ■ Issue 17 ■ MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

TOP TIP To beat the CPU in an open arena, use **Z** to run around him the edge of the platform, confusing him into falling off.

DUKE NUKEM 64

85% GT ■ £25 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 10 ■ TW



A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer.

TOP TIP At the main menu, press **Left, Left, L, L, Right, Right, Left, Left** (using the **D-pad** and shoulder button) to enable the cheat menu.

DUKE NUKEM ZERO HOUR

90% GT ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 28 ■ MG



Duke gets a new third-person view, but retains the same old gameplay. Not perfect, but when it's good, it's very good.

TOP TIP Decapitate the fire hydrants and partake of the sweet, nutritious water contained therein.

OFFICE FAVES

The five carts that keep us busiest at lunchtime. All of them multiplayer classics, of course.

- 1 MARIO KART
- 2 GOLDENEYE
- 3 ISS '98
- 4 SNOWB'D KIDS 2
- 5 TUROK 2

UNDERRATED!

We've got loads of brilliant games on the N64 but, for some reason, not all of them were best-sellers. Here are the best of the criminally-ignored bunch.

EXTREME G

87% ★ Acclaim ● £38 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW

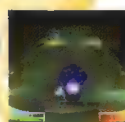


Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced by XG2, F-Zero and Wipeout.

TOP TIP Enter your name as **RA50** and quit a race - you'll finish in whatever position you were in when you selected quit.

EXTREME G2 (XG2)

85% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB



The sequel to Extreme G, XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP You've only got three nitros per race. Make sure you use them on long straights or you'll career off the track. Ohyesyouwill.

F1 POLE POSITION

71% ★ Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

TOP TIP Set your fuel level to a mere 10% before a Grand Prix and you'll find that you're super fast and you never run out of petrol.

F1 WORLD GP

93% ★ Nintendo/Paradigm ● £11 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA



Astonishingly realistic, visually stunning racing sim that really shows off the N64's power. This is Formula One.

TOP TIP Select exhibition and change D. Williams' last name to Vacation to access the Hawaii circuit.

FIFA 64

39% ★ EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

How in the wide, wide world of sport was this made legal? Like a rash. Only not as enjoyable.

TOP TIP Remember, only tap the shoot button once. The delay is terrible but you will eventually produce something.

FIFA '98

83% ★ EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

Banishing the memory of FIFA 64, there's plenty of promise here. Not perfect, but better.

TOP TIP Try using the lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass.

FIFA '99

83% ★ EA ● £40 ● 1-4 players ● controller pak ● rumble pak ● Issue 26 ● TW

The best FIFA game yet. FIFA 99 actually plays a solid game of footie. It's no ISS '98 though.

TOP TIP

As with every FIFA game don't forget that it may take several minutes before your button presses are registered on screen.

FIGHTERS DESTINY

86% ★ Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB



Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense our Tekken. For now.

TOP TIP Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.

FLYING DRAGON

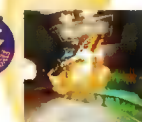
73% ★ Interplay ● £40 ● 1/2 players ● controller pak ● rumble pak ● Issue 27 ● TW

The game formerly known as Art of Fighting Twin comes to the UK, and proves to be fairly enjoyable but instantly forgettable.

TOP TIP To be able to play as the oddly-named Bokuchin, simply beat him in a normal fight.

FORSAKEN

87% ★ Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK



A fabulous Descend-style shoot-'em-up with great lighting and visuals. Weak multiplayer but worth investigation.

TOP TIP At the Press Start screen enter A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C. Guide in issue 17.

F-ZERO X

91% ★ Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP



The fastest racer on earth, and one of the most exhilarating four-player games you can buy. Fast, strong and very long.

TOP TIP Complete all four cups on all four difficulty levels to access the 5th, secret cup: a completely random track generator.

GASPI!

47% ★ Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

A stinky old fighter, sneaked out quietly. We sprang out and punched it in the face.

TOP TIP Beat the game to come face-to-face with the two terrifying boss characters: the Sumo and the Werewolf. Exciting? Yeeeno.

GEX 64: Enter the Gecko

59% ★ GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

TOP TIP Think about this: Mario 64. Banjo. Mystical Ninja. Aaaaand goodnight.

CLOVER

83% ★ Masbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

TOP TIP Pause the game and press Left-C, Right-C, Left-C, Right-C, Left-C and Right-C for a Fisheye lens.

GOLDENEYE 007

94% ★ Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW



Brilliant levels, and scenery and a perfectly judged difficulty curve. It doesn't get much better than this.

TOP TIP We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.

GT 64

67% ★ Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

TOP TIP Win the championship on Easy mode to get the mirror tracks. Win the championship on 24 laps-per-race to get the secret track.

HEXEN

69% ★ Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of GoldenEye, hard to recommend.

TOP TIP Cheat menu: Pause and press Top-C, Bottom-C, Left-C, Right-C. Invincibility: Left-C, Right-C and Bottom-C.

HOLY MAGIC CENTURY

71% ★ Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

TOP TIP If you get caught in a random battle between towns - and you will - then just leg it at the earliest opportunity.

IGGY'S RECKON' BALLS

56% ★ Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push left or right and watch the CPU opponents win every time. As dull as Chris Tarrant.

TOP TIP Wearing dark glasses is clinically proven to reduce the risk of vomiting at the sight of Iggy's rat-faced grin.

ISS 64

92% ★ Konami ● £30 ● 1-4 players ● controller pak ● Issue 3 ● TW



An almost flawless game. Could only have been bettered with the addition of real teams. Kills all known FIFAs dead.

TOP TIP For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.

ISS '98

92% Konami • £40 • 1-4 players • controller pak • Issue 20 • MK


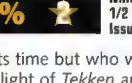



Enhanced and updated from the original and, now more than ever, the finest football game in the world.

TOP TIP Bonus teams: At the Press Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and press Start.

KILLER INSTINCT

62% Nintendo/Rare • £20 • 1/2 players • controller pak • Issue 3 • MH


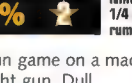



Great in its time but who wants a 2D beat-'em-up in the light of Tekken and even MK4?

TOP TIP To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence.

KNIFE EDGE

42% Nintendo • £30 • 1/4 players • on Cart • rumble pak • Issue 24 • JA

A light gun game on a machine that doesn't have a light gun. Dull.

TOP TIP Remember! Use the C-buttons to strafe from side to side. Especially useful when you come up against the Giant Sock.

KOBE BRYANT in NBA Courtside

90% Nintendo • £20 • 1-4 players • rumble pak • controller pak on cart • Issue 18 • MK






Fluid gameplay, sharp graphics and a simple control system make NBA Courtside the best basketball game ever.

TOP TIP Hold L while selecting a pre-season game to access the three secret teams. • See Tips Extra N64/18.

LEGEND OF ZELDA

98% Nintendo • £50 • 1 player • rumble pak • on cart • Issue 24 • JB

Simply the greatest game ever created. Everything is utterly amazing. If you get just one game, you must get this one.

TOP TIP Check out N64/24 for a guide on how to complete the first dungeon, and N64/25 and 26 for more details.

LYLAT WARS

91% Nintendo • £50 • 1-4 players • rumble pak • on cart • Issue 8 • JN


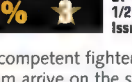



Perhaps not as perfect as it could've been (it really needed a level select) but another tour-de-force for Shigsy.

TOP TIP Achieve gold medals on all levels for the four-player Tank and Expert modes. • Guides in N64/8 and 9 and DGG + no. 2.

MACE: The Dark Age

81% GT • £30 • 1/2 players • on cart • Issue 9 • JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

TOP TIP Highlight Ragnar, Dregan and Koyasha and press start on each one. Pick your fighter and he'll be wearing giant fluffy slippers.

MADDEN 64

92% EA • £40 • 1-4 players • rumble pak • controller pak • Issue 10 • TT






The first 64-bit outing for the Madden series is a great success. Impressive stuff, but it looks a bit dated compared to NFL 99.

TOP TIP At the create player screen, type AT(space)Madden to get the All-Time Madden super team.

MADDEN NFL '99

88% EA • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 23 • MK


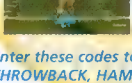



The familiar Madden gameplay survives the move to hi-res and gains a play editor, a practice mode and loads of new options.

TOP TIP Enter these codes to access hidden teams: THROWBACK, HAMMERHEAD, WELCOMEBACK, INTHEGAME, GEARGUYS.

MARIO KART 64

91% Nintendo • £40 • 1-4 players • controller pak • on cart • Issue 4 • JD






An outstanding multiplayer and you'll still find yourself racing the one-player tracks long after you've beaten them.

TOP TIP At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.

MARIO PARTY

85% Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN

It's a board game, yes, but book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP At the start of the race, time your acceleration burst just before the light turns green to get a rocket start.

MARIO PARTY

85% Hudson • £40 • 1-4 players • rumble pak • on cart • Issue 27 • JN


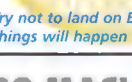



It's a board game, yes, but book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP Try not to land on Bowser's square, as bad things will happen to you. Trust us on this.

MICRO MACHINES 64 TURBO

86% Codemasters • £40 • 1-8 players • rumble pak • controller pak • Issue 23 • JB


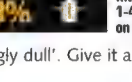



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP Don't take the tempting shortcuts in MM64. Try to veer off the track and you blow up.

MILO'S ASTRO LANES

38% Interplay • £40 • 1-4 players • rumble pak • on cart • Issue 26 • TW





'Stunningly dull'. Give it a miss.

TOP TIP Barbiturates are a quicker and less expensive method of ending it all.

MISCHIEF MAKERS

90% Nintendo/Treasure • £40 • 1 player • on cart • Issue 8 • JB




It's retro but it's totally rewarding and expertly constructed. A perfect example of how to do 2D on the N64.

TOP TIP Check out our extensive guide to making mischief mischievously in N64/12. You won't regret it. Nosiree.

MISSION: IMPOSSIBLE

75% Infogrames • £40 • 1 player • rumble pak • on cart • Issue 19 • TW




After the wait, Mission's let down badly by horrendous AI, a clunky engine and bad controls.

TOP TIP Remember to continuously access your objectives as they can change without prior warning. Official book with N64/21.

MK MYTHOLOGIES

9% GT • £Too much • 1 player • rumble pak • controller pak • Issue 11 • JD




This could only be less enjoyable if it squirted sulphuric acid into your face.

TOP TIP Creep along in that spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

MONACO GRAND PRIX

87% Ubi Soft • £40 • 1/2 players • rumble Pak • controller pak • Issue 27 • JB


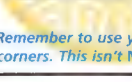



Not as deep or complex as Paradigm's F1 World Grand Prix, but a tyre-squealingly good game all the same.

TOP TIP Remember to use your brakes on the corners. This isn't Mario Kart, you know.

MORTAL KOMBAT 4

84% GT • £45 • 1/2 players • rumble pak • controller pak • Issue 20 • JP


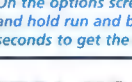



The best version of MK yet.

TOP TIP On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.

MORTAL KOMBAT TRILOGY

34% GT • £40 • 1/2 players • rumble pak • controller pak • Issue 1 • TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

TOP TIP Beat 8-Player Kombat and you'll be able to select Shoa Kahn's Lost Treasures, including bonus games of Galaga and Pong.

TOP OF THE FLOPS

If you see any of this lot coming towards you, run for your life. It's the games you can't even give away.

- 1  MK MYTHOLOGIES 9%
- 2  JEOPARDY 9%
- 3  AERO GAUGE 10%
- 4  PACHINKO WORLD 12%
- 5 WHEEL OF FORTUNE 17%



NICE TRY

So many games are almost great, or simply quite good, or simply have more okayish bits than good bits – but, bless them, they do try their hardest.



MULTI RACING CHAMPIONSHIP

71% ★

Ocean/Imagineer ■ £30 ■ 1/2 players ■ controller pak ■ Issue 8 ■ JD

The conversion job has done it no favours. 'Gritty' graphics and it's also far too easy.

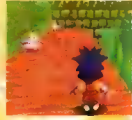
TOP TIP

Hidden cars without beating them: Select one of the closed garages in vs mode, exit, and choose a one-player game.

MYSTICAL NINJA

90% ★

Konami ■ £50 ■ 1 players ■ controller pak ■ Issue 14 ■ TW



There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that tries really hard to square up to Mario.

TOP TIP

Check out the review in N64/14 and a complete walkthrough of the game in N64/15 and 16.

NAGANO WINTER OLYMPICS

32% ★

Konami ■ £45 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ■ JD

Luge, bobsleigh, halfpipe, curling, they're all here and they're all extremely boring.

TOP TIP

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NASCAR '99

59% ★

EA ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

TOP TIP

When you get bored of driving round in circles, switch the game off and go to bed. That's livin'!

NBA HANCTIME

52% ★

GT ■ £25 ■ 1-4 players ■ on cart ■ Issue 5 ■ JE

The problem here is that two-on-two basketball gets very boring, very quickly.

TOP TIP

Try these matchup codes: 025, 111, 120, 273, 284, 461, 552, 802. • To duplicate star players, use 0000 as your pin.

NBA PRO '99

52% ★

Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

Konami ill-advisedly take a break from ISS brilliance to tackle basketball. The results are painfully average.

TOP TIP

Should you have £40 to spend on a basketball game, buy Kobe Bryant in NBA Courtside instead, eh?

NBA JAM '99

83% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ MG

Not quite up to the standard of NBA Courtside, Jam is nevertheless good value.

TOP TIP

Use Left-C to produce 'alley-oops' when an opponent tries to slam dunk. This, for those unsure, slaps the ball out of play.

NBA LIVE '99

64% ★

EA ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue FX ■ JB

Lacking Courtside's moves and Jam's sense of humour, Live is the poor man's basketball game.

TOP TIP

Press R during play and C-button icons appear above your nearest players, tying each of your team to one of the yellows.

NBA PRO '98

71% ★

Konami ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant.

TOP TIP

Tap Up on the controller a few times to improve your chances of landing your free throws.

NHL PRO '99

52% ★

Konami ■ £40 ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP

An above average slice of ice-based puck-hitting, yes, but one that can't compete with the Wayne Gretzky series.

TOP TIP

Three pointers are astonishingly rare, so attempt to shoot from inside the D as often as possible.

NFL BLITZ

87% ★

GT ■ £45 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ MK



Arcade-style American football – and all the better for it. Fast play with plenty of scraps and a customisable Editor.

TOP TIP

At the Matchup screen, tap in 2-0-3-Right for Big Head mode, while 4-0-4-Left gives you extra speed when you play.

NFL QUARTERBACK CLUB '98

86% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 10 ■ TT



It's got the crucial NFL licence but doesn't quite manage to displace Madden. More for the purists, this.

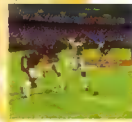
TOP TIP

Check out our comprehensive five-page guide to Yank-thrashing in issue 12. • Full list of cheats in issue 19.

NFL QUARTERBACK CLUB '99

90% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ expansion pak ■ Issue 23 ■ MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen. And it plays great.

TOP TIP

To turn the players into wobble bellied gutlords, enter the code MRSHELLW. For constant injuries enter HSPTL.

NHL '99

74% ★

EA ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JP

Good but not great. Buy Wayne Gretzky instead.

TOP TIP

Try these codes: BIGBIG (big players), FAST (speed up), BRAINY (big heads), FREEEA (bonus teams).

NHL BREAKAWAY

62% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 14 ■ DM

Little excitement, nothing original. Nothing here that that hasn't been done better in Gretzky.

TOP TIP

Want to enable the cheat menu? Here's how: On the title screen press Left-C, Right-C, Left-C, Right-C, R, R.

NHL BREAKAWAY '99

64% ★

Acclaim ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 24 ■ JB

Mildly diverting hockey sim that never comes close to challenging Wayne Gretzky.

TOP TIP

Catch those magic replay moments by zooming in on an individual with the D-pad.

OLYMPIC HOCKEY

60% ★

GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 15 ■ MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK.

TOP TIP

Check out N64's for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unobtrusive con trick.

PENNY RACERS

58% ★

T+HG ■ £40 ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 25 ■ MK

The slowest, boringest racer ever. Even when it begins to speed up. Dump.

TOP TIP

Take your £40 down to HMV and steer clear of this tripe. Now go to Micro Machines. Nice.

PILOTWINGS '64

89% ★

Nintendo ■ £20 ■ 1 player ■ on cart ■ Issue 1 ■ TW



A supreme example of how to harness the N64's immense potential, with absolutely stunning visuals throughout.

TOP TIP

The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.

QUAKE 64

79% ★

GT ■ £25 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 15 ■ JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

TOP TIP

Debug mode: Select 'Load Game' and do not use a memory pak. Fill the password entry box with little 'Q' symbols.

RAKUGA KIDS

80% ★

Konami ■ £40 ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 22 ■ MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

TOP TIP If you press R and then press Forward or Away from your opponent, your character will produce his or her Magic Move.

RAMPAGE WORLD TOUR

54% ★ GT ■ £43 ● 1-3 players ● controller pak ■ Issue 16 ■ MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

TOP TIP Find a Scum Lab facility, eat the toxic waste barrels and you will be transformed into the mighty Vern for the rest of the stage.

ROBOTRON 64

75% ★ GT ■ £50 ■ 1/2 players ■ controller pak ■ Issue 12 ■ JN

An entertaining update of the classic arcade shoot-'em-up, but more than a little repetitive.

TOP TIP At the Setup menu press Down, Up, Left-C, Down, Left-C, Right-C, Down, Right-C to get a handy level select option.

ROGUE SQUADRON

85% ★ Lucas Arts ■ £50 ● 1 player ● cart ■ rumble pak ● expansion pak ■ Issue 25 ● TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and impressive (but foggy) graphics.

TOP TIP Type in IGIVEUP to obtain a handy amount of lives. An infinite amount! Er, handy.

RUSH 2 Extreme Racing USA

73% ★ GT ■ £££ ■ 1/2 players ● rumble pak ● controller pak ● Issue 24 ■ TW

You'll either love it to death or hate it with a passion. Better handling and lots of secrets.

TOP TIP Go to the Set Up menu and press L, R, Z and all four C-buttons. Hold L, R and Z and press the C-buttons to activate the cheats.

S&M FRANCISCO RUSH

82% ★ GT ■ £25 ■ 1/2 players ■ rumble pak ● controller pak ■ Issue 11 ■ TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

TOP TIP To turn your car into a mine, press Right-C, Right-C, Z, Bottom-C, Top-C, Z, Left-C, Left-C on the car select screen.

SCARS

79% ★ Ubi Soft ■ £40 ● 1-4 players ■ rumble pak ■ controller pak ■ Issue 23 ■ MK

Kind of like a futuristic version of Mario Kart but there are several better alternatives out there.

TOP TIP When you have a multiple weapon, fire the last two or three at low-power, and hold the trigger down to charge up the last shot.

SHADOWS OF THE EMPIRE

78% ★ Nintendo/LucasArts ■ £40 ■ 1 player ■ on cart ■ Issue 1 ■ JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre Doom-style bits.

TOP TIP • Challenge points guide in issues 2 and 3.
• Ultimate cheat in issue 17.
• Double Game Guide + with issue 18.

SILICON VALLEY

91% ★ Take 2 ■ £50 ● 1 player ● on cart ● Issue 22 ● MK



The most original console game ever doubles up as a breathtakingly clever and supremely playable platformer.

TOP TIP On the 'monkey swinging' section on Jungle Doldrums, push lump twice and you get extra distance on your leap. Handy!

SOUTH PARK

73% ★ Acclaim ■ £40 ● 1-4 players ■ rumble pak ■ Controller pak ■ expansion pak ■ Issue 23 ■ JA

Monotonous and basic first person shooter. Saved a little by the South Park characters.

TOP TIP Enter BOBBYBIRD as your password to unlock absolutely everything.

SNOWBOARD KIDS

86% ★ Nintendo/Atlus ■ £40 ● 1-4 players ■ rumble pak ● controller pak ■ Issue 14 ● JA



Mario Kart on ice. Technically a little ragged but still enormously good fun - just look at the multiplayer.

TOP TIP On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).

STARSHOT Space Circus Fever

68% ★ Infogrames ■ £40 ● 1 player ● rumble pak ● on cart ■ Issue 22 ■ JP

A 3D platformer that's been pre-dated by Banjo.

TOP TIP Warp mode: Pause and select 'Continue Level'. Press Top-C, Bottom-C, go to New Game, press Top-C, Bottom-C, go to Options, press Right-C and then A.

SUPER MARIO 64

96% ★ Nintendo ■ £50 ● 1 player ● on cart ■ Issue 1 ● ZN



Everything that's made previous Mario titles great, fleshed out into 3D. Second only to Zelda, this is truly superb.

TOP TIP • '20 most asked questions', N64/1, N64/2.
• Guides in N64/2, N64/3, N64/4, N64/5.
• Double Game Guide + no. 4 (issue 15).

TETRISPHERE

69% ★ Nintendo ■ £20 ■ 1/2 players ■ controller pak ■ Issue 13 ■ SJ

Confusing, complicated and frustrating.

TOP TIP Type in the word VORTEX on the password screen, then press and hold the Reset button for A strange animated sequence.

TOP GEAR RALLY

86% ★ Nintendo/Boss ■ £40 ● 1/2 players ● controller pak ● Issue 8 ● JD



Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure it lasts.

TOP TIP Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car.
• Double Game Guided on issue 18.

TOP GEAR OVERDRIVE

79% ★ Nintendo ■ £45 ■ 1/4 players ● rumble pak ■ expansion pak ● on cart ■ Issue 24 ■ TW

Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP TIP Complete the mirrored seasons to access the Taco, N, Nintendo Power and Hot Dog cars. Finish all seasons for the secret track.

TUROK Dinosaur Hunter

91% ★ Acclaim ■ £30 ● 1 player ● controller pak ● Issue 1 ● TW



Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A fantastic game.

TOP TIP • Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGD CRTDRK for all cheats.

TUROK 2 Seeds of Evil

95% ★ Acclaim ■ £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ■ Issue 21 ■ TW



A breathtaking follow-up to a superb original, with an eye-melting hi-res mode. Alongside Zelda, an essential purchase.

TOP TIP Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.

TWISTED EDGE SNOWBOARDING

60% ★ Nintendo ■ £40 ● 1/2 players ■ rumble pak ● controller pak ● Issue 24 ■ TW

Twisted Edge stumbles onto the slopes for a amateur snowboarding outing. Only competent.

TOP TIP Just after the word "Go" disappears, press Up twice. If done correctly you should get a jump start. Nicely!

VIRTUAL POOL 64

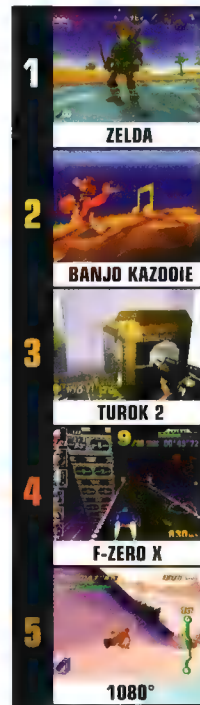
77% ★ Interplay ■ £40 ● 1/2 players ● controller pak ■ Issue 26 ■ MG

Surprisingly playable pool sim with hi-res graphics. As addictive as the real thing.

TOP TIP To make the computer miss, press R to switch to the overhead view and use the analogue stick to move the CPU's cue.

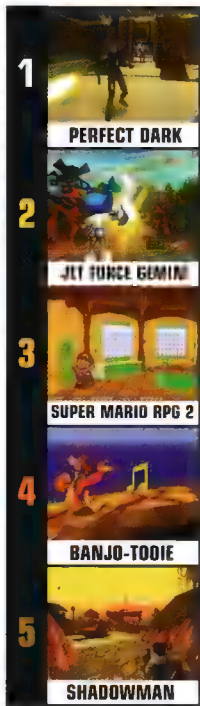
READER AWARDS

The top games of 1998, as voted by you. Check out issue 27 for the full top 20, complete with all the individual category awards. It was just like the Oscars, except Shigsy didn't jump on his chair and start blubbing his eyes out.



READER'S CHART

This one comes from Jane Simmons of Cardiff. "It's the five games I'm most looking forward to this year (assuming they all come out)." Cheers!



YOUR CHART HERE

Want to see your name and your N64-related top five list in print? Write to: Readers charts, N64 Magazine, 30 Monmouth St, Bath, BA1 2BW

VIGILANTE 8

74% ★

Actionism ■ £40 ■ 1/4 players controller pak ■ expansion pak Issue 18 ■ JB

Average Twisted Metal clone, with a few nice touches and a few moments of utter tedium. Unremarkable.

TIP

Use the password JTB7CFD1LRMGW to unlock all stages and vehicles. Try MAX_RESOLUTION to enable ■ full hi-res mode.

V-RALLY 99

90% ★

Infographics ■ £40 ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 22 ■ JA



Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast, furious and freaking hard, V-Rally's terrific.

TIP

Score 100% in Arcade mode to get access to two sets of secret cars.

WAIALAE COUNTRY CLUB GOLF

49% ★

Nintendo ■ £40 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 21 ■ TW

It's golf, but golf that looks like it's been through a meat processor.

TIP

on any shot under about 150 yards, you only need to use a maximum of 3/4 of the power bar.

WAR GODS

46% ★

GT ■ £25 ■ 1/2 players ■ No backup ■ Issue 7 ■ JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

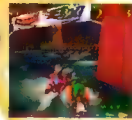
TIP

To enable the cheat mode, press Right on the D-pad three times, A, A, B, B. You lucky, lucky people.

WAVE RACE 64

90% ★

Nintendo ■ £40 ■ 1/2 players ■ on cart ■ Issue 2 ■ ZN



Thoroughly realistic water effects and a scintillating two-player speedway make this just as enjoyable as MK 64.

TIP

To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.

WYNN GRETZKY'S 3D HOCKEY

75% ★

GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 6 ■ TW

For sheer whizz-bang, puck-zipping magic, Gretzky is hard to beat.

TIP

Super teams: Go to Set-up then Options, hold L then: Right-C, Left-C, Left-C, Right-C, Left-C, Left-C, Right-C, Left-C and Left-C.

WYNN GRETZKY'S 3D HOCKEY '98

70% ★

GT ■ £25 ■ 1-4 players ■ controller pak ■ Issue 16 ■ MK

When all's done and dusted, is it really different enough to warrant buying? No.

TIP

Issue 11 featured ■ guide to two-player excellence in the original Gretzky. It also applies to this sequel. And Olympic Hockey.

WCW/NWO REVENGE

75% ★

T+HQ ■ £30 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 22 ■ MG

Plenty of new characters and faster gameplay, but nowhere near as good as WWF Warzone.

TIP

During a match, press Z to make the computer take control for a while. • Tips in issues 23 and 24.

WCW VS NWO WORLD TOUR

70% ★

T+HQ ■ £30 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ■ TW

A perfectly acceptable, technically solid beat-'em-up. Not quite Tekken, though.

TIP

Each character has two special moves, one for legs and one for heads. Hold A and wiggle the analogue.

WETRIX

74% ★

Ocean ■ £30 ■ 1/2 players ■ controller pak ■ Issue 15 ■ JP

Reasonably priced take on the age-old Tetris theme, with water and mountains.

TIP

Complete all 16 practice rounds to get a choice of groovy floor patterns. • Guide in issue 18.

WIPEOUT 64

88% ★

Midway ■ £45 ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 23 ■ TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific, and a real challenge.

TIP

Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.

WWF WARZONE

85% ★

Acclaim ■ £50 ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 13 ■ MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a brilliant create-a-player mode.

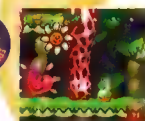
TIP

On the character biography screens, push down on the analogue to select the wrestlers alternative uniforms.

YOSHI'S STORY

86% ★

Nintendo ■ £40 ■ 1 player ■ rumble pak ■ on cart ■ Issue 15 ■ TW



Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful to look at.

TIP

White Yoshi (3-2): When you find poochie yapping at a red pipe you can't reach, go down the next red pipe and look for the ?.

Import releases

(not yet released in UK)

£4 O-SUMO

90% ★

Bottom Up ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 11 ■ ME



Sumo it may be, but Bottom Up have turned Japanese wrestling into a fun-filled fat fest.

AIR BOARDER 64

62% ★

Human ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 16 ■ TW

Unusual and quirky but there're no proper objectives and no real challenge. Looks great, plays boringly.

AUGUSTA MASTERS '99

47% ★

T&E Soft ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 14 ■ JP

Your N64 could run this with the power off. A very poor conversion of a dated game design. Avoid at all costs.

BOMBERMAN B-DAMAN

23% ★

Hudson ■ 1 player ■ rumble pak ■ controller pak ■ on cart ■ Issue 20 ■ JP

Cheap and nasty mixture of simplistic shooting games. In Japan it's actually against the law to buy crap like this.

CHORO Q 64

56% ★

Takara ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 20 ■ MK

Painfully slow clockwork racer. A decent enough track designer, but a total lack of speed-based skills. Tedious.

DENRYU IRA IRA BOU

65% ★

Hudson ■ 1/2 players ■ Issue 12 ■ JN

Denryu is ■ console-based version of the game at fetus with the copper stick and wire. It's up to you.

DEZAEMON 3D

82% ★

Athena ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 19 ■ MK

A complete shoot-'em-up development kit. Tricky, but fun.

DORAEMON

60% ★

Epoch ■ 1 players ■ controller pak ■ on cart ■ Issue 2 ■ TW

A slightly confusing and all-too-tedious Mario clone. Perhaps more suited to your younger brother or sister.

DORAEMON 2

52% ★

Epoch ■ 1 player ■ on cart ■ Issue 26 ■ JB

The world's favourite blue atomic cat returns in another brief, mildly diverting Mario clone for the younger player.

FAMISTA 64

68% ★

Namco ■ 1-4 players ■ controller pak ■ Issue 11 ■ TW

Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.

FOX COLLEGE HOOPS

25% ★

Fox Interactive ■ 1/2 players ■ controller pak ■ rumble pak ■ Issue 26 ■ TW

A weeping canker sore of a basketball game. Even the Americans aren't stupid enough to buy this. Or are they?

GANBARE GOEMON 2

69% ★

Konami ■ 1/2 players ■ on cart ■ rumble pak ■ Issue 26 ■ MG

Goemon returns to his 2D roots for this scrolling polygon platformer. Nowhere near as good as Mystical Ninja.

GET A LOVE PANDA LOVE UNIT

??% ★

Hudson ■ 1 player ■ on cart ■ rumble pak ■ Issue 26 ■ TW

Impenetrable Japanese girlfriend simulator. No, hang on, that came out all wrong. I feel all dirty now. Hwwwwrrrr...

GLORY OF ST. ANDREWS

58% Seta ■ 1-4 players ■ on cart ■ rumble pak ■ Issue 1 ■ TW
The N64's finest golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.

GOLDEN NUGGET

52% EA ■ 1-4 players ■ controller pak ■ rumble pak ■ Issue 21 ■ TW
A gambling sim but the only money you'll make is the £5 you'll get for it at your local games exchange.

HARVEST MOON 2

82% Pack In Soft ■ 1 player ■ controller pak ■ Issue 28 ■ MK
Wonderful farming RPG, packed with features. Reams of Jap text though, so we'd advise you wait for the UK version this autumn.

JANGOU SIM MAH JONG 64

69% Video System ■ 1 player ■ controller pak ■ Issue 7 ■ JD
The best mah jong game yet? Well, probably, but does it really matter? It'll fly off the shelves in *ker-rasy* Japan.

J-LEAGUE DYNAMITE SOCCER

66% Imagineer ■ 1-4 players ■ controller pak ■ Issue 8 ■ TW
What chance has a sprite game in a world with *ISS '98*? Incredibly basic but persevere and you may get some joy.

J-LEAGUE ELEVEN BEAT

52% Hudson ■ 1/2 players ■ controller pak ■ Issue 10 ■ TW
Dynamite Soccer was an ugly but enjoyable fat-bloke footy game. *Eleven Beat* is plain ugly. One word: *ISS '98*.

J-LEAGUE PERFECT

89% Konami ■ 1-4 players ■ controller pak ■ Issue 1 ■ TW
Konami prove their footballing dominance with a magical soccer sim.

JEOPARDY!

9% Take ■ 1-3 players ■ controller pak ■ Issue 11 ■ MK
Less a game, more a vile disease.

JANGYOU WORLD CUP '98

91% Konami ■ 1-4 players ■ controller pak ■ Issue 18 ■ TW
ISS '98 in all but name, this Jap version boasts an official World Cup '98 licence.

KING OF PRO BASEBALL

68% Imagineer ■ 1-4 players ■ on cart ■ Issue 1 ■ TW
The deformed players are funny for a bit but the slow runners and skifful CPU will eventually get you down.

KIRATTO KAIKETSU

60% Imagineer ■ 1-4 players ■ controller pak ■ Issue 23 ■ TW
Complicated Japanese board game involving a team of detectives, battles, dice, and sub-games. Odd.

LEGEND OF THE RIVER KING

56% Natsume ■ 1 player ■ on cart ■ rumble pak ■ Issue 26 ■ JB
One of those fishing RPGs the Japanese adore.

LET'S SMASH

67% Hudson ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 23 ■ TW
Not the tennis game we were hoping for. Enjoyable for a while, but we still want a 64-bit version of *Super Tennis*.

LODE RUNNER 3D

70% Infogrames ■ 1 player ■ rumble pak ■ Issue 28 ■ MG
Classic retro platform puzzler in 3D. Fans of the original will enjoy it, but it's nothing all that special in this day and age.

MAGICAL TETRIS

59% Capcom ■ 1/2 players ■ on cart ■ rumble pak ■ Issue 26 ■ JA
Quite why games developers think they can improve on *Tetris* is beyond comprehension.

MAH JONG 64

65% Koei ■ 1-4 players ■ controller pak ■ Issue 3 ■ JD
If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.

MAH JONG MASTER

69% Konami ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 1 ■ WD
More of a beginners guide than previous efforts.

MAJOR LEAGUE BASEBALL

74% Nintendo ■ 1-4 players ■ rumble pak ■ on cart ■ Issue 10 ■ MK
Fast paced baseball action with players who must have fallen out of the ugly tree.

NIGHTMARE CREATURES

57% Activision ■ 1 player ■ rumble pak ■ controller pak ■ Issue 23 ■ MK
Gory gothic slash-'em-up – a haze of unplayability clouds the control system like a gaseous mound of chuff.

OFF ROAD CHALLENGE

21% Midway ■ 1/2 players ■ rumble pak ■ controller pak ■ Issue 15 ■ JA
Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.

PACHINKO WORLD 64

12% Hewia ■ 1 player ■ Issue 13 ■ TW
Pachinko is like pinball without the skill. So dull, death seems enticing.

PIKACHU GENKI DECHU

75% Nintendo ■ 1 player ■ rumble pak ■ Issue 25 ■ ME
With the new Voice Control headset, tell Pikachu to naff off. Good fun. If you're fluent in Japanese.

POWER LEAGUE 64

42% Hudson ■ 1/2 players ■ controller pak ■ Issue 7 ■ JA
This effort from Hudson is tragically awful.

POWER PRO BASEBALL 4

54% Konami ■ 1/2 players ■ controller pak ■ Issue 3 ■ TW
This went ballistic in Japan but we prefer *King of Pro*.

POWER PRO BASEBALL 5

78% Konami ■ 1-4 players ■ controller pak ■ Issue 17 ■ MK
Strictly for fans of Japanese weirdness.

PUYO PUYO SUN 64

80% Compile ■ 1/2 players ■ on cart ■ Issue 10 ■ ZN
You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.

SIM CITY 2000

83% Imagineer ■ 1 player ■ controller pak ■ Issue 13 ■ JP
Although it looks no different to the SNES version, this still plays as magnificently as ever.

SMASH BROS

90% Nintendo ■ 1-4 Players ■ on cart ■ rumble pak ■ Issue 23 ■ JB
Beautifully playable, totally original platform beat-'em-up, starring classic characters.

SNOWBOARD KIDS 2

80% Atlas ■ 1-4 Players ■ controller pak ■ rumble pak ■ Issue 23 ■ JA
Similar to the original, with improved stunts, but a little slow. If you don't love it, you'll hate it.

SNOW SPEEDER

71% Imagineer ■ 1/2 Players ■ controller pak ■ on cart ■ rumble pak ■ Issue 26 ■ JA
Skiing and snowboarding in the same game sounds like a winning combo, but *Snow Speeder* lacks the spark.

STAR SOLDIER

62% Hudson ■ 1 player ■ rumble pak ■ on cart ■ Issue 19 ■ MK
Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.

SUPER ROBOT SPIRITS

58% Banpresto ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 20 ■ MK
The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.

SUSUME! TAISEN PUZZLE DAMA

78% Konami ■ 1-4 players ■ controller pak ■ Issue 15 ■ TW
Another *Puyo Puyo* game, but enjoyable all the same.

TAMAGOTCHI WORLD 64

79% Bandai ■ 1-4 players ■ rumble pak ■ controller pak ■ Issue 12 ■ JN
A 64-bit board game that's fun but goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.

TETRIS 64

42% Seta ■ 1-4 players ■ on cart ■ Bio pak ■ Issue 26 ■ JA
Clip the bio pak's monitor to your ear and look like a plonker as you play another inferior *Tetris* clone.

TOKON ROAD

49% Hudson ■ 1-4 players ■ Issue 12 ■ DM
A tedious old wrestling sim.

TRUMP WORLD

21% Bottom Up ■ 1-4 players ■ on cart ■ Issue 21 ■ MG
Slow, nose-achingly pungent card game where it's impossible to win. A real Lenny Bennett of a game.

VIRTUAL CHESS

76% Titus ■ 1/2 players ■ rumble pak ■ on cart ■ Issue 18 ■ TW
Just what your N64 has been waiting for – a chess sim...

WCW NITRO

42% THQ ■ 1-4 players ■ controller pak ■ Issue 27 ■ JP
A third-rate conversion of an already ropey PlayStation game. Avoid like *True Evil* itself.

WHEEL OF FORTUNE

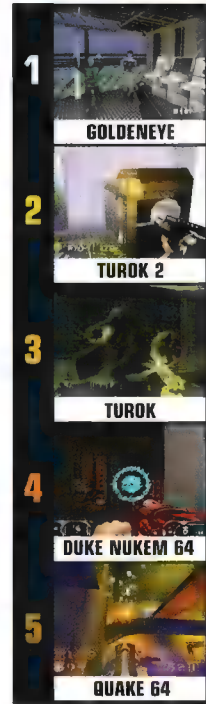
17% Gametek ■ 1-3 players ■ rumble pak ■ Issue 11 ■ TW
Awful visuals, bad animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.

WONDER PROJECT J2

55% Enix ■ 1 player ■ controller pak ■ Issue 1 ■ WD
Guide a robotic girl through various 'real-life' situations. Weird and very Japanese.

DOOM CLONE 64

Until the release of *Perfect Dark*, these are the five best first-person shoot-'em-ups on the N64.
What, no *Hexen*?



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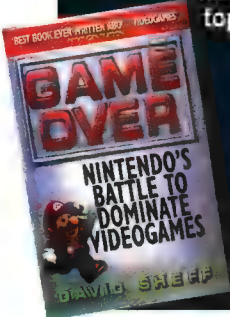
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Back issues

Issues 1-21 **SOLD OUT!**



Missed the shops? Don't panic! Ordering a back issue of N64 Magazine couldn't be simpler. Just fill out the form and pop it in the post!



ISSUE 23
The Zelda Edition
After three years of waiting, endless delays and months of anticipation *Zelda* finally arrived. So, how good is it? Plus huge reviews of *Wipeout 64* and *Extreme G2* and Team N64's top tips for the games that'll be big in '99. ● Oh yes, we also gave away a rather special Christmas pressie – the N64 Magazine Cart Rack™.



ISSUE 24
The Mario Edition
Four new Mario games for 1999 – find out all about them here. Plus exhaustive *Turok 2* tips and the second part of our huge *Zelda* review. ● The DGG + tipped future racer *F-Zero X* and the unusual but highly original *Glover*, and our second gift, the *Nintendo 64 Compendium* reviewed and rated every single UK release ever.



ISSUE 25
The Shadowman Edition
Shadowman, the N64's goriest game yet – we visited the game's creators for a huge Special Investigation. We also reviewed *Rogue Squadron*, the most exciting Star Wars game yet and *Acclaim's* swear-tem-up *South Park*. ● The DGG + provided complete walkthroughs for *DMA's Body Harvest* and *Silicon Valley*.



ISSUE 26
The Hybrid Heaven Edition
We finally got to discover a bit more about Konami's super-secret *Hybrid Heaven* and it looked fantastic! Plus reviews of *FIFA '99*, Nintendo's *Smash Bros* and *Castlevania*. There's also a 16-page Game Boy section packed full of reviews, previews and features. ● The Double Game Guide +



ISSUE 27
The Reader Awards Edition
You voted and we took note. The results of the 1999 N64 Magazine are all here. There's also reviews of *Maria Party*, *Castlevania*, *WCW Nitro* and *Monaco Grand Prix*. ● Because we're very kind there are two free books with this Issue. Don't miss out on guides for *South Park* and *WCW Revenge* or the Great N64 Games Challenge book.



ISSUE 28
The Duke Nukem Edition
We were the first magazine in the world to review the fabulous *Duke Nukem: Zero Hour*. Also inside were the first EVER pics of *Resident Evil*, *Star Wars Episode I: Racer* and *Command and Conquer*. ● And if all that wasn't enough, we gave away another games rack FREE! Remember, you can't buy these in the shops. They're only available in N64.

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Club 64 SUBSCRIPTIONS & BACK ISSUES

FIFTY-TWO FAMILY TREES

Nintendo games are, as we all know, the best. But where did they come from? And just how influential are they?

Here's a small list for you: *Zelda*, *Super Mario 64*, *GoldenEye 007*, *Wave Race 64*, *Pilotwings 64*, *1080° Snowboarding*, *Banjo-Kazooie*, *F-Zero X*, *Lylat Wars*, *ISS '98*, *Mario Kart 64*... there's a common link between all these games. And it's a very simple one. They're all **fantastically good**.

For various different reasons, obviously, but the bottom line with all these games is that they represent just about the most absorbing, enjoyable, time-eating fun you'll find anywhere, on any platform. *Mario Kart*, for example, has probably the best multiplayer game ever; *F-Zero X* is the fastest game alive, and has the most wonderfully judged handling; *Lylat Wars* is the best shoot-'em-up you'll ever play; and as for *Zelda*, well... more words can never do it full justice.

Our point is that most of these games are either a) simply top-notch games, or b) genre-reinventingly brilliant. Take *Super Mario 64*, for example. Do you remember when it was first released? The sense of wonder and thrill when

you first saw the all-new 3D *Mario* in action, jumping and somersaulting? Of course you do. It's games like this that take a long, hard look at the rulebook before tearing it up, throwing it away and writing a completely new one.

And such greatness has other effects, too. More often than not, a glut of copycat games appear, some good, most not, but all riding on the coat-tails of an N64 game. And, of course, these games had to come from somewhere. What games led to the creation of *Super Mario 64*? How did *GoldenEye* differ from every other *Doom* clone and revolutionise first-person shooters forever?

Enter the Nintendo Family Tree. In this way we'll look at the N64's greatest games and see how they've altered the course of the games industry. We'll chart the games they've influenced and trace back their lineage to the games they've evolved from. This month we look at *GoldenEye* and *Super Mario 64* — in coming issues we examine more games, and we want to know what family trees you'd like to see. And, of course, we want to see your own. Enjoy!



GOLDEN

EYE 007

GOOD

HALF-LIFE

Sierra, PC, 1998
With character interaction, a strong intelligent plot, inventive, satisfying

WOLFENSTEIN 3D

Midway, PC, 1993/SNES, 1994

The granddaddy of all 3D first-person shooters, id Software's nazi-bashing slice of violence set the template for years to come. At least until Rare came along...



MIDDLING

METAL GEAR SOLID

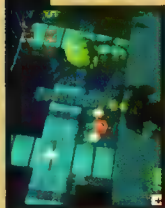
Konami, PlayStation, 1999
Despite being directly related to the NES/SNES *Metal Gear* games, this



the terrific *Half-Life* is one PC game that we'd love to see on the N64.

DUKE NUKEM: Zero Hour

GT Interactive, N64, 1999
Reviewed last issue, this third-person twist on the genre still takes several leaves out of *GoldenEye*'s book, with sniper rifles, gadgets galore and plenty of guns.



TUROK 2: Seeds Of Evil

Acclaim, N64, 1998
Hoping to top Rare's masterpiece, Acclaim worked hard on their dinosaur-bashing sequel. Incredible enemy AI, superb hit-location animations and more planet-leveling weapons than you can shake a stick at.



Midway, PC, 1994/SNES, 1995/N64, 1997

One of the best-known and most loved games ever. Hordes of slaving hellspawn and shotgun-to-rocket-launcher weapon progression make *Doom* a classic, if simple game.



QUAKE

Midway, PC, 1996/N64, 1998
Quake did away with *Doom*'s sprites and introduced lovely 3D polygons. Instead of teeming swarms of monsters there were just a few, but with better animation.



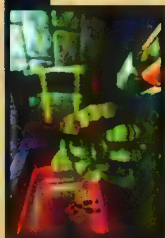
DUKE NUKEM 3D

GT Interactive, PC, 1996/N64, 1997
Perhaps *GoldenEye*'s closest relative, in terms of realistic environments and brilliantly-designed levels. The Duke himself may well be a tiresome dullard, but the imagination and exuberance of his game just can't be faulted.



QUAKE 2

Activision, PC, 1997/N64, 1999
Up until the recent *Half-Life*, *Quake 2* was the undisputed king of PC first-person shooters. Excellent graphics, vague mission objectives and semi-intelligent enemies – they, er, duck. Immensely popular, if not as good as everyone thought.



GOLDENEYE 007

Rare, N64, 1997
This game revolutionised the first-person shooter genre with objective-led missions, an unheard-of emphasis on stealth and subterfuge, a genuinely thrilling filmic feel, realistic locations, sniper rifles and fantastically animated guards that died in a variety of gruesome ways. A stunning four-player deathmatch didn't hurt, either, and the plethora of secret cheats, the progressive difficulty levels and subjective extra two levels (based on Moonraker and Live and Let Die) ensured that Rare's game will endure for years to come, eclipsing equivalent games on the PC and other platforms. Brilliance incarnate.



creeping up behind guards and the dispatching of them. A good game, but not one deserving of the shameless hype and praise it received on release.

SIN

Activision, PC, 1998
This PC shooter, unfortunately released amidst the furor over *Half-Life*, bears more than a passing resemblance to the N64's Bond simulator in its level design and mission structure. It is heavily let down, though, by boring weapons and samey action.



RAINBOW SIX

Take 2, PC, 1998
Based on the Tom Clancy novel, *Rainbow Six*'s melding of deadly, one-shot-kills and sneaky covert action, exemplifies the trend that *GoldenEye* has set, with the addition of squad members and complex pre-mission planning. And it's out on the N64 this year.



BAD

TOMORROW NEVER DIES

Black Ops, PlayStation 1999
Okay, so it's not actually out yet, but, having wrestled the Bond licence from Rare, this forever-in-development mix 'n' match of game styles (third-person, diving, skiing, driving) looks dreadful having completely lost the passion, imagination, focus and sheer style of *GoldenEye*.



MISSION: IMPOSSIBLE

Infogrames, N64, 1998
Although it obviously had its own filmic source, *Mission: Impossible*'s secret agent/stealth accent mark it out as a brave but fatally flawed attempt to emulate *GoldenEye*'s success thanks to dodgy AI, lffy graphics and unconvincing controls.



PERFECT DARK

Rare, N64, 1999
Losing the Bond licence has only allowed Rare to let their talent run free; hence *Perfect Dark*, the semi-sequel to *GoldenEye*. Featuring an all-new female protagonist – Joanna Dark – and a game that builds on *GoldenEye*'s strengths, *Perfect Dark*'s months-away release date can't come soon enough. It's got hoverbikes in it, you know...



SUPER MARIO



GOOD

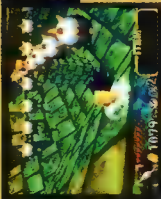
BANJO-KAZOOIE

Rare, N64, 1998
Rare's superlative Mario 64 clone actually bettered the plucky plumber's graphics and, despite stealing rather too many ideas from the N64 flagship title, remains a stone-cold classic.



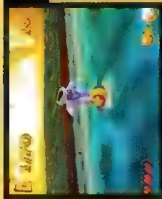
MYSTICAL NINJA starring Goemon

Konami, N64, 1998
Konami's sprawling 3D RPG romped more than a little to Mario 64, but found its own voice in multiple characters, RPG flourishes and a unique sense of Japanese weirdness.



GLOVER

Hasbro, N64, 1998
While not exactly a resounding success, Glover's ingenious and imaginative combination of glove and ball to access new moves ensured its place as a superior Mario 64-wannabe.



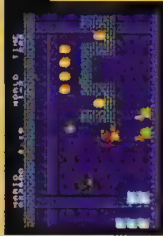
DONKEY KONG

Nintendo, NES/arcade, 1981
It's hard to see how this can possibly be related to Super Mario 64, but it introduced Mario – as a villain here – for the very first time...



SUPER MARIO BROS

Nintendo, NES, 1985
...And then he got his very own game. Fluid controls and secrets galore resulted in a deeply rewarding, gaming experience and signalled the start of a revolution.



SUPER MARIO BROS 2

Nintendo, NES, 1988
The happily inevitable sequel allowed you to play as Mario, Luigi, Princess Peach and the best Mario Kart character, Toad.



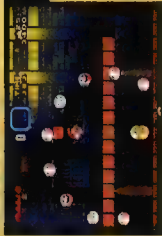
SUPER MARIO BROS 3

Nintendo, NES, 1989
Selling an incredible seven million copies in the US alone, Super Mario Bros 3 was the biggest and best Mario yet, if nothing radically new.



SUPER MARIO WORLD

Nintendo, SNES, 1990
The SNES launch game distilled everything that made previous Mario's great into a game graphically miles ahead of all that went before.



MIDDLING

TOMB RAIDER (1-3)

Eidos, PlayStation, 1996-1998
Despite some huge levels and great atmosphere, Lara's overrated adventures are hobbled by an awkward camera and terribly clumsy, rotational D-pad control.



SPYRO THE DRAGON

Sony, PlayStation, 1998
A bit on the easy side, and cuter than any equivalent Nintendo game, Spyro nonetheless sports huge, colourful and impressive 3D worlds. And he breathes fire. Natch.



CHAMELEON TWIST

Sunsoft, N64, 1998
You'll finish it in less than a weekend, but the novel tongue-licking ideas displayed in Chameleon Twist, coupled with an enjoyable multiplayer mode, ensure it's an above average effort.



BAD

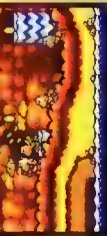
CROC

Fox, PlayStation, 1998

A dismal attempt to emulate Mario with contemptible characters and zero charm. Despite the superficially pretty 3D worlds, it's all very 2D as you guide the titular reptile along a linear path. Utter rubbish.



Nintendo, SNES, 1995
Yoshi's Island was a glorious swansong for the SNES, with its crayon stylings and ingenious baby-protecting gameplay. Simply wonderful.



SUPER FX GAME

Nintendo, SNES, (unreleased)
Making use of an updated version of the original Starfox's FX chip (the Super FX 2 - natch), Shiggy held over this SNES version of Mario 64 until the technology became available to fully realise his grand vision...



Argonaut's never released Polygon Fighter used the Super FX2 chip and showed the level of detail we would have suffered if Mario 64 had ended up on the SNES instead of the N64.

GEX 64: Enter The Gecko

GT Interactive, N64, 1998

Initially promising but the combination of maddeningly 'humorous' voiceovers, the worst camera we've ever seen and a complete lack of any enjoyment whatsoever ensured that Gex was utter drive.



STARSHOT: Space Circus Fever

Infogrames, N64, 1998

At least Starshot tries to offer some challenge and fun. It's big, and hard, and not without some charm, but plenty of tiresome and infuriating pixel-perfect jumping spoils it for everyone.



SUPER MARIO 64

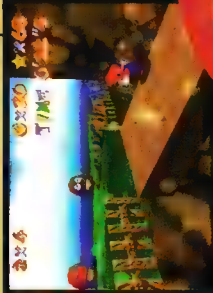
Nintendo, N64, 1995

And that technology was the N64. Super Mario 64 was the first game to 'do' 3D properly. Shiggy backed it full of wined and wonderful things to do, installed a beautifully effective camera and possessed the whole shebang off with silky smooth analogue control. And it's still leagues ahead of all who've tried to ape it. Shiggy's first masterpiece, Super Mario 64 was so revolutionary it's hard to overestimate its impact even now, three years after it was first released. A timeless classic.

SUPER MARIO 64 2

Nintendo, ??

So far, this only exists as a prototype running on Shiggy's desktop, albeit one complete with a Luigi-starring two-player mode. Whether it ever makes it to the N64 is looking increasingly unlikely, but with details slowly emerging about the N64's successor, we can only hope that heralds the arrival of Mario's greatest adventure yet...



SEND US YOUR OWN FAMILY TREE!

Well, not your actual family tree as that would be ridiculous. Unless, of course, you're actually related to Shiggy/Miyamoto, which, we'd imagine, is a perilously slim chance. So what we want you to do is pick your favourite Nintendo game and create your own 'tree' around it, following what we've done above: the games that have influenced and contributed to the creation of the classic you're concentrating on, and the games that it's influenced, divided into 'good', 'inspiring' and 'bad' groups with three games in each group. Simple, but simply really? Yup. We'll print the best ones in upcoming issues of the mag. And if your effort gets printed, you'll win yourself a wonderful N64 record bag, just perfect for carrying your N64 and all your games around in. Or, indeed, anything you like. Send your tree to:

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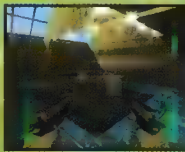


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Perfect Dark



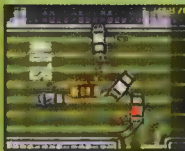
Donkey Kong 64



Resident Evil



Turok 3



Grand Theft Auto 64



F1 World Grand Prix 2



Star Wars Episode I: Racer



Twelve Tales: Conker 64

TIPPED!

Duke Nukem: Zero Hour

We round off our exhaustive Duke tippage with another bout of hole-ripping, taking in the sights and sounds of the game's second half action.

Vigilante 8

We slide into a '70s Oldsmobile, pile on the rocket launchers and tell you exactly how to bury your opponents in this crazy car-'em-up.

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What if...

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The Duke of Nukem

Hail to the marquis, sis

The Duke of Nukem		
GT		
	TBA	 1
US release July		

GT's next project is *The Duke Of Nukem*, a game based loosely on *Zero Hour*. The difference is that Duke is no longer a wise-cracking American killing machine, but he's an actual English duke.

"We felt it important that Duke had a family history gamers could identify with, so the finished product will come with a 600 page book tracing the Nukem family back to the days when the Nukemsteins first sailed over from Germany and settled in the Home Counties," explains designer Slip Tipper. "This title will be, quite simply, the most historically authentic game of all time; the *Jane's 17th Century Warships* of aristocracy sims."

The main part of the game is based on a *Pokémon/Tamagotchi* theme. You have to wander around Duke's vast ancestral home collecting inbred aristocrats, which you must then inbreed some more. According to Tipper, there are 150 possible variations, "It just depends on which chinless wonder you combine with which horse-faced old crone: you choose the couple you want to breed, lock them in a room, and Bob's your uncle. Bob might also be your brother, father, aunt or sister..."



Duke really couldn't care less."

If, after several hundred years of inbreeding, you wind up with a one-eyed freak with telekinetic powers and a multi-million pound inheritance, you win the game. It isn't easy though, as the game's proposed slogan 'Gotta Try 'Em All' would suggest.

There are several sub-games to pass the time while you're waiting for your pedigree nobleman to mature into his House of Lords seat like last year's Stilton. Most of them are based around the aristocratic tradition of the hunting and slaughter of dumb animals, with either grouse, deer, or selected members of the Royal Family as your



◀ Ten points for a head shot. Then go after her brood for a few bonuses.



▶ A slightly smarter opponent. A dead one, mind you.

targets. "It's wizard fun," insists Tipper. "Killing zombies and pigs in *Zero Hour* was all fine and dandy, but there's nothing like slipping into a waxed jacket, firing up the Range Rover, and heading off to Windsor Castle on a Queen Mum hunt."

With major gameplay elements including a *Metal Gear Solid*-style section where you have to creep around your boarding school at night, trying to escape the clutches of the marauding bigger boys and the dodgy history master, *The Duke Of Nukem* could well be one of the most varied aristocracy sims ever made. "There'll be plenty of speech too," says Tipper. "We're currently negotiating with a genuine inbred Royal to get him to record a few of the Duke's favourite sayings such as 'I say, old chap – aren't you my mater?' and 'Please sir – not the blackboard eraser!' It's going to be a great hit."

The Duke Of Nukem's release has been planned to coincide with the Queen Mother's 200th birthday.



◀ The Duke's bulldog is trained to kill anything without blue blood.

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